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Author's Note

Okay, first of all I'm sorry if you'll see a lot of pink here since this Persona 3 Portable guide is mainly dedicated to the female protagonist. If you're looking for a walkthrough for the male protagonist, I am sure the walkthroughs for Persona 3 and Persona 3 FES is enough to assist you. Honestly I feel awkward myself doing this pink-inspired theme for this guide. Should I feel very uncomfortable about it, I'll change it without further notice. If you've read my previous guides, you should know that I have this habit of matching the guide's overall look as inspired by the game.

That said, I also have this awkward moments when my character needs to date some of the guys in the game. As much as I want to be a jerk (or bitch in this matter) to them, I have no choice since I need to fully maximize their social links. The game is marketed not only for female gamers but even to those that previously played Persona 3 and Persona 3 FES that wants to have a different experience in the game - so I am sure some of you guys share the same boat as I am.

I won't keep you long with this idle chat. I already appreciate you for reading this until this point. Enjoy the game!

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Quickstart

This quickstart section is made for **new players** of the series. Former P3 and P3FES players may skip this section and just take note of the changes applied in the portable version compared to its predecessors.

Timeline

Each day is divided into several parts, ranging from early morning chatter, morning/ afternoon classes, after school activities and evening strolls or study sessions. There will be instances in the game when you can't control the flow of time and periods/days pass by without you having any control over it. The game is focused for the events that will happen within a school year period so everything is time-restricted. Different activities, item availability, discount days for shops, and the availability of the NPCs are scheduled so you must keep this in mind as well. Remember that any major activity (example: studying, visiting a establishment or spending time with a friend) will consume one period and the game will automatically move to the next period.

Navigation

Previous players of the series should immediately notice the major change in the game's navigation. Unlike before, you won't see and control your character to visit places, except when exploring Tartarus and during combat. They'll just need to move their cursor over a point of interest to interact with it. For the player's convenience, they can fast-travel to pre-selected locations by pressing the Square button.



In the world map, you can only select the places where you want to go. These are actually select areas which you can visit, depending on the time of the day. For example, at evening, the only establishment open is the Mall.



Tartarus is the only dungeon in the game and you can only access it during the Dark Hour. One thing interesting about Tartarus is that the floors' layout change constantly, except for the floors where you can find the bosses. That said, it is impossible to map it and you'll need to explore previously visited floors as new ones.



What's good about these floor layout changes? When a floor gets a layout change, there's a possibility that you'll find lesser enemies, find more items, find more rare golden shadows, or gain more exp from battles. Remember that this not occur often so watch out when they do.

You can only explore one “block” of the Tartarus per “chapter”. Though the game does not explicitly call them chapters, consider that you've entered a new chapter after having a major storyline boss fight during a full moon.

Attributes and Conditions

Your attributes mainly affect your Social Links. You need to increase your attributes since some Social Link NPCs will refuse to hang out with you if you don't meet their attribute requirement. And so you know, Social Links play a major role in the game so you can't just ignore them. Attributes are raised through several means like studying in the library or before sleeping, answering pop quiz questions correctly, visiting other establishments or working part-time. This game is a lot more forgiving compared to its predecessors since you can increase two different attributes AND earn money by working part-time. You must consider spending your free time working on a part-time job versus spending it as a costumer on another establishments. Details regarding this matter will be further discussed later on.



Conditions are also integral in character maintenance. In combat, a character that's in "Great" condition tends to land more critical hits and deals more damage while a "Tired" character's damage is reduced and they're prone to getting knocked down or receiving critical hits. If you spend the evening on another activity, your condition may worsen into "Sick" which can't be cured by Yawn B Gone anymore. You can still meet social link contacts, work part-time, etc while Tired - just don't study or you'll just waste your Evening period. You can also visit the Nurse's office the next and drink the concoction he serves for a free Courage boost.

So how do you recover from these bad conditions? There are several ways to achieve this:

- Rest. Simply sleeping will allow your body to recuperate and return to good condition. The downside is you'll be wasting precious time period.
- Visit the shop called Be Blue V in Paulownia Mall as a costumer. Spending a time period there to recover your status a "level" (example: Tired-Good, Good-Great)
- Use the item "Yawn B-Gone" which can only be purchased from the school canteen for 1000y. It can alleviate a condition by one level as well. Take note that this item is available only every Saturday and there's only a fixed number that you can purchase.

Social Links

Strengthening your social skills allow you to create more powerful Personas for the specific Arcana, as well as increasing the bonus experience created personas will receive after they're fused. Create new social links by joining clubs in school, meeting new people and getting close to your teammates. By doing this, you can unlock more Arcanas, in turn, discover new Personas. Maxing out a social link will enable you to create the Arcana's ultimate form. Once maxed (Rank 10), you can set that link aside and move on maxing out another S. Link.



Social links can be strengthened further by having a persona corresponding the person's arcana. For example, if you bring a Chariot-type persona when spending time with Rio, this will help in speeding up the rank up of your link. There will be times, especially during weekends and holidays that you'll get an invite from some of them. You can only choose one to go out with. Also take note that during these friendly dates, choosing the best conversation responses helps a lot in progressing your link. You have an option to give a gift; these gifts range from plush dolls you can win from the crane game or those you can purchase from stores. You can also improve the status of your social link by using the Relationship Fortune in Nagasaki Shrine.

Reversed Links

Misunderstanding occurs in friendships and relationships as much as in the game. Reversed links won't progress unless you mend your relationship. This happens usually if you screw up and choose a response that angered or agitated your friend. You can prevent this from happening by choosing the correct option and spending time with them. If you ever came to a point that you can't prevent a link from reversing, you can fix it by spending time to your friend and make up or use the Relationship Fortune in Nagasaki Shrine.

Personas

These are your means of battling Shadows. As the main character, you have the capability to acquire several personas and switch between them in battle, unlike your allies that are using their exclusive unique personas. You will have **Orpheus** as your starting Persona.

As you explore Tartarus, you will have the chance to acquire more personas by selecting the persona cards during a post-battle shuffle. You can also fuse two or more personas to create a more powerful personas via Velvet Room. If you choose the Persona card of the Persona you already have, the card will disappear. Personas have their own **Arcanas**, or basically the group or type they belong to.



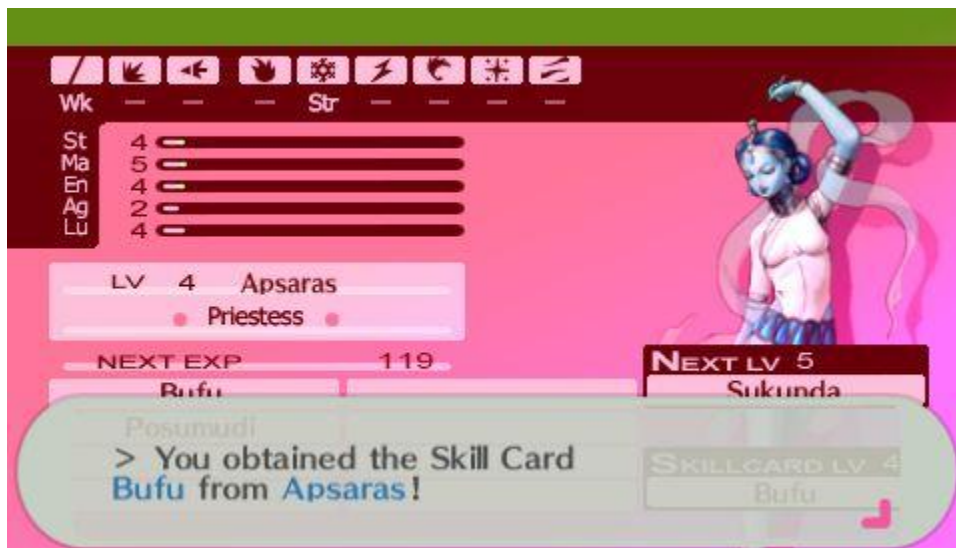
You can only take control of a persona that's within range of your character's level. You can't also fuse personas if the resulting persona is above your character's level. It is possible however, to obtain a fused persona that is a few levels higher if it leveled up due to the bonus exp received from having a high S.Link (Social Link) rank for its arcana.

When fusing personas, some skills from the parent personas are carried over or inherited by the resulting persona. Note that some skills won't be carried over due to the **affinity** of the Personas. Example, a light persona can't learn dark spells. Or a Physical-type Persona can't learn magical attacks. **The equipped Persona's affinity is your character's elemental strengths and weaknesses.** Keep that in mind especially during boss battles. The skills you can use in battle depend on the equipped Persona as well.

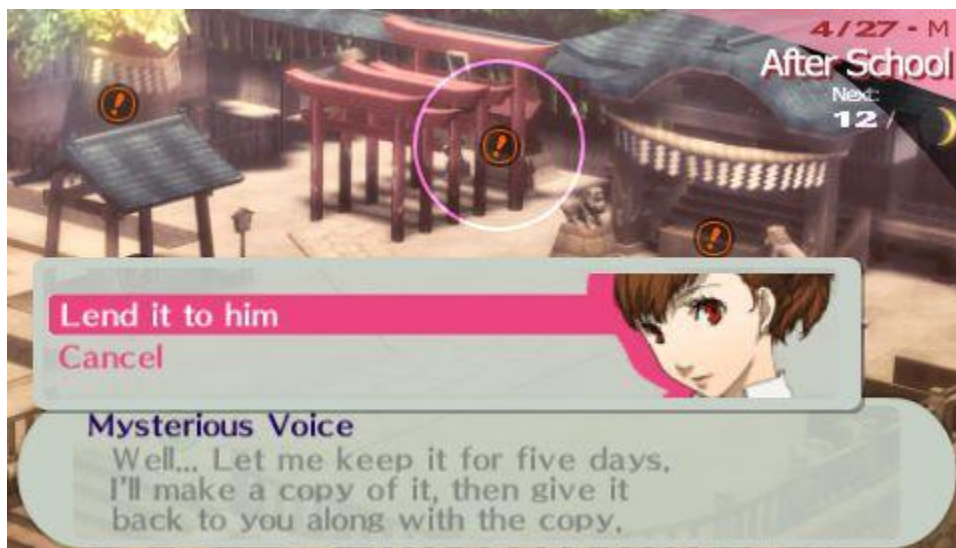


Skill Cards and Item Bearing

You'll find personas with Skill Cards. When a persona reaches the level indicated in the Skill Card level on its status screen, it will reward the player with a skill card. Skill cards can be used to teach a persona to forcefully teach the card's skill to them. Skill cards are unique per persona. There will be times also that when you fuse a persona, it will carry a piece of equipment with it. Igor will tell you about it if that happens; also you can just look for a heart icon that will appear beside the name of the persona. You need to level up this persona until it fully develops the item it carries and materialize so you can use it. You can check the [Item Bearing](#) section in this guide to learn more about the specific personas that carry items and also the items they produce.



You can visit and examine the Inari in the **Nagasaki Shrine**. Leave a copy of the best skill card you have in your inventory and come back for it a few days later to receive both the original and the newly copied skill card. You can cycle through the cards suggested by the Mysterious Voice.



Combat

The game's combat system is turn-based. Character and enemy turns are defined by their Agility stat. By default, you only have direct control of your main character while your party members are AI-controlled. In this version of the game however, you'll have the option to set their Tactics to *Direct Command*. This is very helpful in boss battles.

When exploring the floors in Tartarus, you can issue commands to your party by pressing the Square button. Splitting up is a great way for covering more area and earning more exp but with higher risk in combat. Your allies will keep the items they found along the way and surrender the items to you before going up to the next floor or exiting the dungeon.



Exploiting enemy weaknesses is the core of the game's combat system. If you managed to hit an enemy with an attack it's weak against, it will deal extra damage and will be "Downed". You'll also be awarded with one extra turn. You can keep getting extra turns as long as you're hitting and exploiting the weaknesses of different targets. If all enemies are downed, your team can initiate an "All-out attack" which deals even more damage to every enemy. You can have Mitsuru and later on, Fuuka to Analyze new enemies you encounter to learn their weaknesses. You can't view weaknesses of bosses so you will need to rely on trial and error to know them. (Or just refer to this guide's recommendations)

Aside from elemental attacks that have different properties (ice, fire, lightning), there are also different types of physical or weapon attacks. Swords, Naginatas and Daggers deal 'Slash' damage, Axe and Gloves deal 'Strike' damage while Bows, Spears and Guns deal 'Piercing' damage.

Engaging Enemies



Common enemies here are represented by roaming shadows. The larger the shadow, the more enemies are within it at the start of battle. Don't underestimate the small shadows; it may contain one but much powerful shadow inside.

Shadows will be shown as orange dots in your radar. If you have visual on them, you can sneak behind and hit them with your blade. This may give you the **Initiative** in the battle or the game calls, **Player Advantage**. Your party will get one full turn. The opposite thing can happen to you if the Shadow rushes and hits you first.

Avoid entering a battle with an **Enemy Advantage** since it always means trouble. Note also that shadows can't always chase you around; they have a very limited range. This means you can lure a Shadow, and run away from it until it stops. Now you will have a sure, clean shot (Keep your distance though) You can also use the elevated platforms or the stairs to keep it at bay.

Exploring Tartarus

The first floor is your camp where you can save your game, swap party members, access the Velvet room and best of all, heal your party. There is a fee however, depending on how much HP and SP is restored. When exploring Tartarus, you need to keep a look out for stairs that will take you to the upper floor and teleporters that will bring you to the entrance. You can also start off from the last floor you left off by going through the main entrance. You can only explore one "block" of the Tartarus per "chapter". Though the game does not explicitly call them chapters, consider that you've entered a new chapter after having a major storyline boss fight during a full moon. Each block has two mini-bosses for every 5 floors and a major one at the highest section of the block. Your progress to the next block will be hindered by a barricade that will only be removed after defeating the story boss during the full moon.



As mentioned earlier, the floor layout of Tartarus randomly changes so its impossible to map it. When a floor gets a layout change, there's a possibility that you'll find lesser enemies, find more items, find more rare golden shadows, or gain more exp from battles. Remember that this not occur often so watch out when they do.

Reward Cards

Occasionally after battle, there will be reward cards that will be shuffled before your eyes. There are different rewards, ranging from weapons, additional cash, bonus experience, HP recovery and best of all, a new Persona. If you choose a Persona card and you already have that persona in your list, the card will disappear. So if you already have that persona, choose another card instead.

This is important; as much as possible, avoid choosing a card that has a dark aura in it. This will make the dreaded shadow called Death to appear faster. You won't be able to beat this guy until your level is high enough so you have no choice but to avoid it at all costs. If you're unfortunate enough to select that cursed card, quickly head to the stairs or teleporter.

Walkthrough

The game will progress based on your decisions and your actions. Hence, what you'll experience in your gameplay may be a bit different from what is included in this guide. To make it more easier, entries per day will be in journal-like format, divided to separate parts of the day. I will log here the events and stuff I did in my playthrough. Blank entries/ unmentioned the parts of the day are those skipped automatically or those that doesn't have any significant effect in gameplay (like overhearing morning rumors). You will not be prompted to save so I suggest you do so whenever you have the chance. Just examine your desk after school, the logbook in the dorm's front desk or the clock in the entrance of Tartarus to save. It will be a good idea to keep multiple saves.

Exploring Tartarus will depend on your team's condition or your personal preference. That said, I will put the boss strategies and other important notes before the major storyline battles which are scheduled to take place during full moons. Make it a priority to reach the topmost floor of each block (where you'll encounter a barricade) before the major battles occur.

Finally, if you are a new player of this game, you should know that you should keep the main character alive at any cost. If your character falls in battle, it will be an instant game over.

4/6 (M)

Dark Hour

- Nothing much to do but sleep

4/7 (Tu)

Early Morning

- After the scene, you'll be on your own. You can check various stuff

4/8 (W)

After Noon

- **Pop Quiz: Utsubo Kobata** (+Charm)

Evening

- Meet Shuji for the first time. You can ask him all the available questions; otherwise, end the conversation by selecting the last option.

Dark Hour

- You'll visit the Velvet Room for the first time. You'll obtain the **Velvet Key**.

4/9 (Th) ~ Full Moon ~

Morning

- Stay up to increase Academics.

Evening

- Save game; go back to your room and sleep.

Dark Hour

- Watch the scenes. You'll automatically gain your first persona, **Orpheus**. You'll be forced into your first battle. No special strategy needed; just use Bash to dispatch the two shadows. Watch the remaining scenes.

4/19 (Su)

Daytime

- The days will skip by automatically. Watch the following scene.

4/20 (M)

Morning

- **Pop Quiz: Mud Huts** (+charm)

Evening

- Save the game then press the Square button to fast travel to 4F. You'll join SEES and unlock your first social link; the Fool arcana.

4/21 (Tu)

Evening

- Junpei joins the group

Dark Hour

- Your first expedition to Tartarus has been set. Once inside, you'll be taken inside the Velvet Room where you'll choose between Elizabeth or Theodore to be your assistant.

Note: Elizabeth is P3's original assistant while Theodore has been added to this version only. The quests and the assistants' functions don't differ from each other. However, selecting Theo as the female protagonist's assistant will allow her to escort him to learn more about the real world and fight him as an optional boss. This is the same with the male protagonist's relationship with Elizabeth in the PS2 version of the game.

This is your introduction to Tartarus so listen to the tutorials if you're a new player of the game. P3 veterans may skip the tutorials and just clear the area. Some changes to take note is that the savepoint now offers healing services which you need to pay for. It is now possible to extend your stay in Tartarus as long as you have enough funds to keep everybody healed up.



Save your game and you should be able to access your menu now by pressing the Triangle button. You may check this guide's [Quickstart](#) section to know more about the combat system and other game mechanics.

4/22 (W)

Afternoon

- Stay awake to boost Academics

After School

- Its better to head to the mall since Junpei will keep bugging you unless you do so.
- Try to buy an armor upgrade for your main character first
- After buying your equipment and some supplies, you can check out the establishments where you can spend your time to increase your various attributes or work part-time to increase your attributes AND earn money. You can check the list of locations in this [section](#) to learn more about the attributes they boost.

Evening

- Save your game; you can now go out at night.
- You can visit the establishments in Paulownia mall. Sing Karaoke @ Mandragora for a Courage boost ~or~
- Go in as a customer in Chagall Cafe for a charm boost ~or~
- Work part time to increase charm, courage and earn 2500 yen
- visit the Tartarus tonight or study.

Note: when studying before going to sleep, there is a chance that your academics will increase *twice*. This happens randomly. If you really want to maximize your time, you can save at the lounge's sign in sheet and reload until you trigger this event.

4/23 (Th)

After School

- Junpei will ask you to go somewhere. **Magician social link will be established.**

Evening

- Free time

Remember that attribute boosts you can get from playing games in [Game Panic](#) are greater than the boosts you'll get by spending time in Mandragora or in Chagall Cafe as a costumer. That said, for example if you're free on Friday evening (and if you have the cash) you may want to spend it playing Horror House than to spend it on Mandragora Karaoke. The same goes during Thursdays when it will be more beneficial spending your evening playing Print Club than going in as a costumer in Chagall Cafe.

4/24 (F)

After School

- The athletic club will be open for new members. You can only choose between the Tennis and Volleyball clubs. It doesn't matter which one you'll choose; you'll still have Rio as your social link contact and the **Chariot link will be established.**

Evening

- Free time

4/25 (Sa)

Note: The Aohige Pharmacy is having a weekly sale every Saturday. This is the best time to buy new supplies at a discounted price!

Note: Yawn B-Gone is available from the school canteen every Saturday only. Make sure to keep some in stock.



After School

- Head to Iwatodai Strip Mall. Find Bookworms and enter. Talk to the old couple inside. You will then get a hint about the Persimmon Tree inside the school. If you have managed to explore the school, you already have come across this tree already. Go to Laboratory Hallway 1F then exit through the door beside the stairs. You can find the tree in the yard, just before the athletic rooms.
- Examine the Persimmon tree to get the **Persimmon Leaf** from it. Bring the leaf to them and you will **establish the Hierophant social link**. From now on, you can just visit them when you have the chance to level up your social link with them.

Evening

- Free time

4/26 (Su)

Daytime

- Hierophant available
- Part-time job available in Screenshot Theater, Port Island Sta. (+academics & +courage, 5000Y)
- Free time

Evening

- Free time

4/27 (M)

Afternoon

- **Pop Quiz: 6000 Years Ago** (+charm)

Afterschool

- Go to the faculty office then head to the Student Council Room. Establish **Emperor** social link after the scenes.

Evening

- Free time
- Part-time work available @ Chagall Cafe

4/28 (Tu)

Note: Since you have several social links already, it will be a good idea to fuse and obtain Persona cards that matches the arcana of your established links. Having the matching personas when spending time with these links will speed up their ranking process.



Afterschool

- Magician available
- Talk to Yukari and walk home with her to establish the **Lovers** social link.

Evening

- Free time
- Part-time work available @ Chagall Cafe

4/29 (W) ~ Showa Day

Early Morning / Daytime

- Invitation from Junpei (Magician). Select "Fighting Games" for best results. Give him a gift if you have any. (Jack Frost Doll yields good results)
- If invitation is declined, this is considered as free day. Spend it as you see fit.

Evening

- Free time
- Part-time work available @ Chagall Cafe

4/30 (Th)

Afternoon

- Lecture; Stay awake to increase Academics

After School

- Call from Elizabeth/ Theodore. Visit him/her by using the Velvet Room entrance in Paulownia Mall. You should be able to accept requests from hereon. See the [Theo's Requests](#) section for details on how to complete each task.
- Magician available

Evening

- If you haven't visited Tartarus again since your first visit there, Mitsuru will force you to go there. Otherwise, its Free time.

5/1 (Fr)

After School

- You'll be visiting Akihiko in the hospital. Time will pass automatically to evening.

Evening

- Free time

5/2 (Sa)

Early Morning

- Overhear about Tanaka's TV Shopping show every Sundays.

After School

- Free time. Accept Theo's quest #73 if you haven't yet.

Evening

- **Quest event:** With the quest above active, talk to Yukari to obtain the **Pine Resin**. You can surrender this to Theo to get a new bow for Yukari as reward; Free time



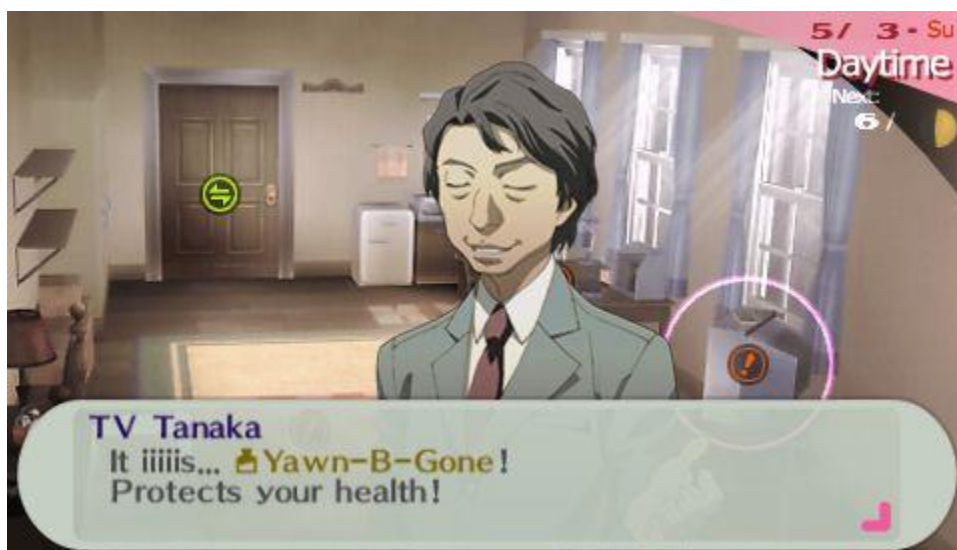
Dark Hour

- You'll get a visit from the weird kid who warns you about the incoming full moon one week from now. If you're a new player of this game, please note that the full moon is where major story events take place and obviously, major boss battles. You may want to complete your quests and grind your characters the best you can before the next full moon comes.

5/3 (Su)

Daytime

- During the daytime, turn on your TV and you will be able to watch the [home shopping channel](#) with Tanaka. This is like your typical Shop TV where you can obtain really good and rare items, so long as you have cash. Time won't pass by doing this so make it a habit during your free Sundays. It takes two days for your item to be delivered.
- Tanaka's TV Shopping:** Yawn B Gone (x3) + Muscle Drink (x2) for 1980Y



- Free time; part time work available in the theater

Evening

- Free time

5/4 (M) Greenery Day

Daytime

- Free time; part-time work available in Be Blue V or the Theater

Evening

- Free time; part-time work available in Chagall Cafe

5/5 (Tu) Children's Day

Early Morning

- If you ordered something last Sunday from Tanaka's show, it will arrive today.
- Junpei may invite you out during this day. If you've decided to go out with him, select "Meh, like I care" for best results.

Daytime

- Free time; part-time work available in Be Blue V or the Theater

Evening

- Buy a *Mad Bull* from one of the dorm vending machines. This is needed for establishing a new social link the next day.
- Free time; part-time work available in Chagall Cafe

5/6 (W)

Early Morning

- Overhear a conversation about a small kid hanging around the shrine

Morning

- **Pop Quiz: Soft Water** (+charm)



After School

- Head to Nagasaki Shrine and talk to the little girl by the monkey bars. You need to give her two things: a **Weird Takoyaki** (buy this in Iwatodai Strip Mall) and a **Mad Bull** (bought from the dorm's vendos). After giving her those two items, you can leave her for now and come back later.
- Emperor, Chariot available

Evening

- The **deadline** for most of your quests will be tomorrow so if you still have some quests that needs to be done in Tartarus, this is the only chance you have. Otherwise, its free time.

Tartarus - 1st Block (Thebel)

For your first visit, Mitsuru will give you Medical Powder x2, Snuff Soul x1, Traesto Gem x2, Trafuri Gem and Cadenza x3.

(5F) Boss: Venus Eagle x3

Items: Empress Mask x3

Order Yukari to attack with her bow to bring the three enemies down, then use an All-out attack to deal damage to everyone of them. Have Junpei guard since he is weak against Wind and to avoid the enemies from taking an extra turn for exploiting that weakness. You can attack as well but you must take care of the healing. Concentrate on taking out one eagle at a time and repeat the process until you defeat them all.

(10F) Boss: Dancing Hand x3

Items: Mazio Gem x3

Bring a persona that has the Bash ability (preferably Forneus) since they are weak against it. Yukari will be their target since she's weak against elec attacks. They can also inflict the panic status which will prevent your characters from using their persona skills. Quickly alleviate them using Yukari's Patra skill or use a Patra Gem if you have any. Bash consumes HP instead of SP so make sure to keep your HP up whenever you have the chance.



(14F) Rampage Drive
Items: Balm of Life

This is this block's main boss. This could be one tough boss if your characters are under-leveled. Make sure that you have the best equipments you can afford at the moment. It will be hard to identify its weakness because it can nullify and deflect physical attacks. Using electric attacks seems to deal more damage to it than any other spells. Make sure to set Yukari as your healer/support while have Junpei concentrate on attacking. You could take both roles either way.

5/7 (Th) *Quest Deadline*

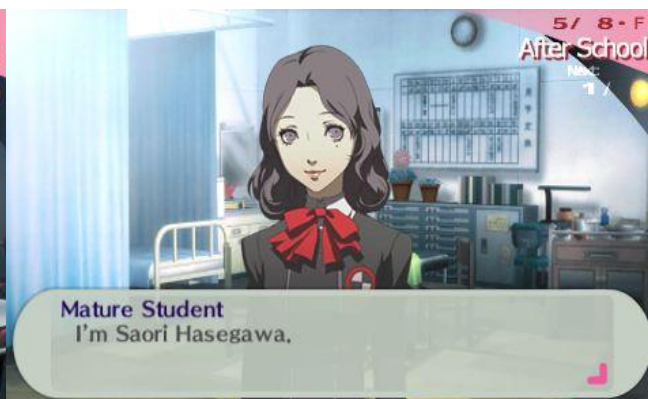
After school

- Magician available; otherwise, free time

Evening

- Free time

5/8 (F)



Lunchtime

- Ms. Toriumi will talk to you and ask you whether you'd like to join the School Health committee or the Library committee.

After school

- If you chose any of those two committees, you'll be taken to the library or infirmary for a briefing. You'll meet Saori Hasegawa (regardless of which committee you choose) and establish the **Hermit** arcana social link. Time will pass automatically.

Evening

- There is a major battle the next day so don't forget to check if everybody's gears are up to date. The police station is still open at night so buy the latest weapons and gears as you need, as well as supplies. Take note that Monday is discount day so if you want to get the most out of your money when it comes to equipment, shop on that day as much as possible.
- Free time

5/9 (Sa) ~ Full Moon ~

After School

- The game will automatically take you to the Dark Hour.

Dark Hour - Monorail Bridge



Just proceed through the cars until you meet one of the shadows in a scene. It doesn't matter which option you choose; Junpei will still chase the stray shadow. For the meantime, deal with the shadows that will ambush you. After defeating two waves of enemies, go through the next few cars until you catch up with Junpei. Defeat the next few waves of enemies until you have control of your character again. Remember that there's a time limit already so finish your battles quickly and fight your way until you reach the car where the boss is located.



Boss: Priestess

The boss is not that hard as long as your level is high enough to endure most of her attacks before having to heal. Take direct command of your teammates and have Yukari take care of the healing while Junpei attacks. You can switch between those two roles when the situation calls for it. The boss will then summon two Tiaras. She will keep on summoning them, no matter how many you kill. Get rid of one Tiara and leave the other. Ignore it since it does not deal that much damage. Just keep on attacking and healing as needed; remember that you still have the timer active here.

- ✓ SEES link up after the battle. (R3)
- ✓ Party members can now perform **double team** attacks

5/10 (Su)

Early Morning

- Call from Theodore. The previously blocked paths from floors 16 and above is now accessible.

Daytime

- Tanaka's TV Shopping: Garu + Zio skill cards for 2980Y
- Free time; I suggest visiting the Velvet Room. There will be new requests as well. Take note of the specified dates to get the requested items!
- Don't forget to shop for new equipment and supplies.



The Persona Compendium will be available now. It is a Persona database where you can register your latest collection of Personas. The registered personas here can be 'bought' again with a fee. You can register updated versions of the personas you have in the database, especially those with higher level or other skill sets. The price depends on the level of the Persona you are trying to recover from the records. Unlike with the PS2 versions of the game, personas are automatically registered in P3P whether you got it from fusion or persona oracle card. This is very helpful when fusing since you don't need to hunt for persona cards that you need to use in the fusion.

Evening

- You're tired right now so make sure you use a Yawn B Gone to alleviate it. If you spend the evening on another activity, your condition may worsen into "Sick" which can't be cured by Yawn B Gone anymore. You can still meet social link contacts, work part-time, etc while Tired - just don't study or you'll just waste your Evening period. You must visit the Nurse's office the next and drink the concoction he serves for a free Courage boost.
- Free time

5/11 (M)

Morning

- Stay awake to increase academics

After School

- Emperor, Chariot available
- Hanged-Man (Maiko in Nagasaki Shrine) can be established now, provided that you completed the pre-requisites. However, I suggest to spend time with either Emperor or Chariot for now. Otherwise, Free time

Evening

- Mitsuru will tell you to check out the malfunctioning equipment in the command room. Examine the console to see an amusing recording of the chairman.
- Free time

5/12 (Tu)

After School

- Magician, Lovers, Hermit available. Free time

Evening

- Yukari will leave so it won't be a good idea to go to Tartarus now. Free time

5/13 (W)

Afternoon

- **Pop Quiz:** 1700 km/hour (+charm)

After School

- Emperor, Chariot, Hanged-Man* available (see note for 5/11)

Evening

- Free time

5/14 (Th)

After School

- Magician, Hermit available



Evening

- **Quest event:** With request # 74 active, talk to Junpei to get Handheld Game System.
- Free time

5/15 (F)

Afternoon

- **Pop Quiz:** Bread (+charm)

After School

- Only Hierophant link is available since your school friends are preparing for the exams; Free time

5/16 (Sa)

Morning

- Stay awake (+academics)



After School

- Visit Nagasaki shrine and establish the Hanged-Man arcana (Recommended); otherwise Free Time

Evening

- Free Time

5/17 (Su)

Daytime

- Tanaka's TV Shopping: All-Purpose Katana + 2 Cadenza for 4980Y
- Free time

Evening

- Free Time

5/18 (M) Midterms

Start of the exams. The exam lasts for 6 days so you wouldn't be able to control your character until everything is over.

5/19 - Bread

5/20 - Faster than sound

5/21 - Hard Water

5/22 - Nara

5/23 (Sa) Last Day of Midterms

Morning

- The difficulty of the exam will depend on your character's current Academics level.

After School

- Hanged-man available; Free time

Evening

- Akihiko is now fully healed and battle-ready. You may want to take him for a spin in Tartarus tonight; otherwise, Free Time

5/24 (Su)



Early Morning

- Two possible invitations from Yukari or Rio. If you declined both, proceed to Daytime period

Daytime

- Tanaka's TV Shopping: All-Purpose Apron + 2 Umugi Water for 4980Y
- Free time

5/25 (M)

Lunchtime

- Exam results will be posted. If you did well, your charm will increase. You'll also receive a gift from Mitsuru. Just talk to her in school to receive it. (Reward: [Page Card Set](#))

Afternoon

- Stay awake (+academics)

After School

- Talk to Rio to learn about the **old monk** that's hanging in the club. This monk is yet another off-school social link contact. However, your Courage attribute should be at least Rank 4 or "**Tough**". You can find this old guy at the same spot on Thursdays, Fridays, Saturdays and Sundays.
- Chariot, Emperor and Hanged-Man available
- You can establish the **Star** social link by talking to Akihiko. He's hanging around the Laboratory Hallway, near the door leading to the clubs. You need to have a **LV4 Charm** to hang out with him.

Evening

- Free Time

5/26 (Tu)

After School

- Magician, Lovers and Hermit available; Free time



Evening

- **Quest Event:** Talk to Mitsuru to receive a Fencing Epee. Deliver this to Theo to complete request # 75.
- Free time

5/27 (W)

After School

- Chariot, Emperor and Hanged-Man available

Evening

- Free time

5/28 (Th)

Afternoon

- Stay awake (+academics)

After School

- Magician and Hermit available; Free time

Evening

- Free time

5/29 (F)

Morning

- Stay awake (+academics)

After School

- After the scene, free time. Emperor, Chariot, Star available

5/30 (Sa)

After School

- Hanged-man available; Free time

Evening

- Free time

5/31 (Su)

Early Morning

- Possible invitation from Junpei

Daytime

- **Tanaka's TV Shopping:** Battle Panties, 2 Diet Food for 3980
- If your social link level with Maiko is at least 3, you'll find the thin-young man hanging around in Nagasaki Shrine on Sundays. He is another social link contact however, your Academics should be at least LV4 or "Smart". Free time afterward.

Evening

- Free time

6/1 (M)

After School

- Chariot, Emperor and Hanged-Man available; Free time



Evening

- Watch Junpei's "Believe it or don't"; Nah, just another ghost story. Free time afterward.

Dark Hour

- The mysterious boy visits again. Warns you about the full moon.

6/2 (Tu)

Morning

- Stay awake to increase academics

After School

- Magician and Hermit available; Free time
- If your Hermit social link is rank 2, Saori will mention about a celebrity that hangs out at the mall during Tuesday and Saturday evenings.

Evening

- If your charm rank is 3 (Unique) then you should get the attention of the shady businessman at the mall. He'll ask you to invest 20,000 yen and come back later. Free time afterward.



6/3 (W)

After School

- Chariot, Emperor and Hanged-Man available
- If your academics is at least LV2 or Average, you can check out the Home Economics Room in 1F, Laboratory Hallway for a chance to establish the **Temperance** social link by befriending the foreign exchange student named Bebe. You can visit during Tuesdays, Wednesdays and Fridays. Also as another requirement, you should have encountered Bebe during the Rank 3 event with the old couple in Bookworm (Hierophant)
- Free time

Evening

- Free time

6/4 (Th)

After School

- Magician, Hermit available; Free time

Evening

- If you have met and given 20,000 yen to the familiar-looking businessman in Paulownia Mall, you can meet him again tonight. He'll request another 10,000 yen. Unless you're filthy rich at the moment and you have already upgraded your party's equipment for the upcoming full moon battle, I suggest shy away from him and keep your cash for supplies and other more important needs.
- Free time

6/5 (F)

After School

- Chariot, Emperor and Temperance available; Free time

Evening

- After the discussion with Yukari and Junpei, free time. However, be reminded that the deadline for the quests is tomorrow. So If you still haven't acquired the Old Document 02 and old Lanterns, this is your best chance to do so.

Tartarus - 2nd Block (Arqa)

Some of the enemies in this block you should be careful when facing are the Beastial Wheel and the Steel Gigas. The first one appears only alone and the latter appears by two's or worse three of them. They have high endurance, not to mention high attacks as well. A critical hit from them can usually take a character out, even in full HP. Use Zio/Garu attacks against the Beastial Wheel while use Zio to the Hulk-Hogan wannabes.



(25F) BOSS: Crying Table (x3)

Item(s): Vibrant Cloth (x3)

These enemies' weakness is Ice. Use Bufu, better yet Mabufu. Take direct command and have Yukari take care of the healing. IT shouldn't be a hard battle as long as you concentrate on one target at a time. Akihiko is weak against Ice attacks so be warned.



(36F) BOSS: Change Relic
Item(s): Queen of Coins

It uses wind-based attacks so watch out for Junpei since he's weak against it. The boss will also use Poison Mist occasionally; make sure you get rid of that status ailment. Having a persona with Media will help a lot in keeping everybody's HP afloat. Akihiko will be dealing the most damage here because of his Sonic Punch attack. Order Yukari to take care of the healing as well.

6/6 (Sa) *Quest Deadline*

After School

- Hanged-Man available; Free time



Evening

- Team investigates. After getting to trouble, Shinjiro, Akihiko's friend, arrives to help. Learn new info from him. Free time afterward.
- If you have given the well-dressed man a total of 30,000 yen from two separate encounters, you can talk to him again and agree to give 10,000 more. After a short conversation, you'll learn that he's Tanaka, the same guy running the Home TV Shopping show during Sundays. You'll establish the Devil arcana social link with him.



6/7 (Su)

Early Morning

- Possible invitations from friends

Daytime

- **Tanaka's TV Shopping:** Auto-Tarukaja, 5 Sappy Jelly for 3980
- Free time

Evening

- Free time; the big night is tomorrow. So if you need supplies and new equipment, make sure to buy it tonight.

6/8 (M) ~ Full Moon ~

Watch the scenes for the entire day until evening.

Evening

You'll sneak into the Faculty Room. You can choose if you want to take Akihiko or Yukari along with you. In any case, the shortcut command won't work here so you need to go there manually. Take the stairs to the left for another scene. Finally, from the lobby, take the corridor to the west to reach the Faculty Room. Enter it to get the key then return to the lobby. Watch the following scenes.



Dark Hour - Tartarus

After having the control, I suggest avoid fights for the meantime. Collect the items and find the stairs. Just make your way to the third floor. You will meet Junpei and Akihiko. After a few conversations, you will then meet Fuuka. After some more scenes, learn that there is trouble in the ground floor. During this event, Fuuka's Persona will awaken. You will also need to fight these two bosses. Fuuka will aid you in this battle, as support. Her Analyze skill is much powerful and effective compared to Mitsuru.



BOSS: Empress and Emperor

This battle is easy. Take note that the empress is immune to ANY magic attacks but is weak to ANY physical attacks. The opposite is true for the Emperor. To make this battle quicker, you need to use All-out attacks whenever you can.

To do this, (which you can do the other way around as well) attack the Emperor with a magic attack to knock down. Once you get one more action, attack the Empress with physical weapons. Be careful when the Emperor uses Paradigm Shift; this makes him invulnerable against ANY attack except one. Make sure to have Fuuka analyze him to know his exact weakness.

6/9 (Tu)

After School

- Lovers, Magician, Hermit and Temperance available. Free time
- New inventory items in the Police Station



The **Antique Shop** has opened! This is where you can trade your gems (enemy drops) for Persona-enhancing cards, skill cards, some rare items and fuse weapons. You'll need to collect Void weapons before you can fuse. These can be found by defeating golden shadows. The owner will give you one Void Naginata to start with. Check out this guide's [weapon fusion](#) section for more details.

Evening

- You're tired right now so make sure you use a Yawn B Gone to alleviate it. If you spend the evening on another activity, your condition may worsen into "Sick" which can't be cured by Yawn B Gone anymore. You can still meet social link contacts, work part-time, etc while Tired - just don't study or you'll just waste your Evening period. You must visit the Nurse's office the next and drink the concoction he serves for a free Courage boost.
- Devil available; Free time

6/10 (W)

Morning

- Stay awake for Academics boost

After School

- Chariot, Temperance, Emperor, Hanged-Man available

Evening

- Free time

6/11 (Th)

After School

- Magician, Hermit available
- New requests available! Visit Theo and refer to this guide's [section](#) to get details on how to complete each quest.

Evening

- Free time after the scene. Devil, Tower available

6/12 (F)

After School

- Lovers, Chariot, Temperance, Emperor, Star available
- Mitsuru is now part of the party. If you want to use her in Tartarus, its time to buy her some new gears.

Evening

- Tower available; Free time

Dark Hour

- Scene with the strange kid. **Death** social link will be automatically established. You don't need to put effort ranking up this link since it will rank up automatically along with the story, similar to the Fool link with the SEES members.



6/13 (Sa)

After School

- Hanged-Man available; Free time

Evening

- Receive a call from Theo and learn about the changes in Tartarus. That means you can now proceed further up. This call also means there are new requests available.
- Devil available; Free time
- If your Courage is Rank 4 or Tough you can establish the Tower arcana by talking to the old monk in Club Escapade. Refer to the [Social Link](#) section to know the steps on establishing this link.



6/14 (Su)

Daytime

- Tanaka's TV Shopping: Beast Leggings, x3 Emerald for 4980
- Free time

Evening

- Tower available; Free time

6/15 (M)

Note: If your game freezes during this date, check this [workaround](#).

Afternoon

- **Pop Quiz:** And (+charm)

After School

- If your courage is Rank 4 (Tough), you'll find Fuuka outside the 2F hallway. You can establish the Priestess link by joining her Cooking Club. You'll also obtain Dog Food, a key item. Otherwise:
- Chariot, Emperor, Star and Hanged-Man available; Free time

Evening

- Free time

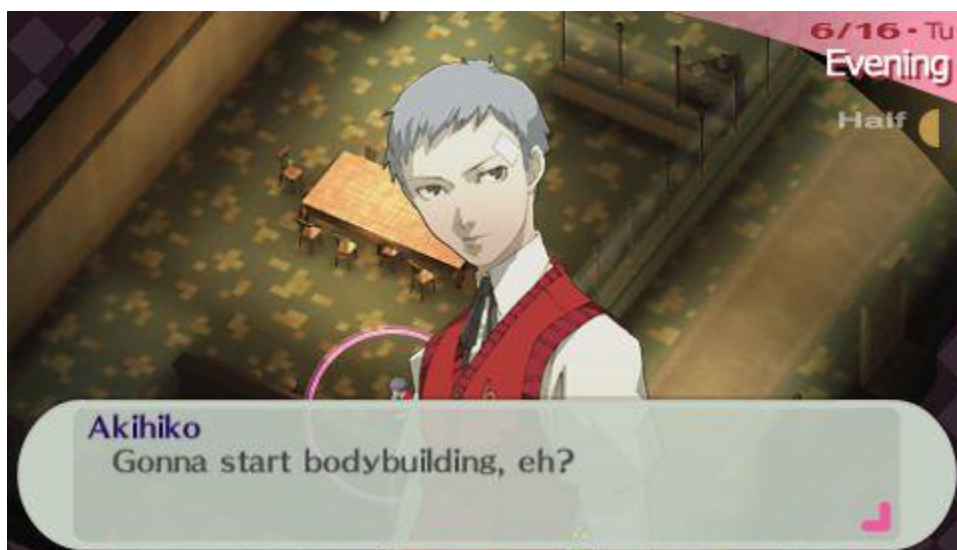
6/16 (Tu)

After School

- Lovers, Magician, Hermit, Temperance available; Free time

Evening

- **Quest Event:** Talk to Akihiko to receive Amateur Protein. Deliver this to Theo to complete request # 76.
- Devil available; Free time



6/17 (W)

Afternoon

- **Pop Quiz:** Shamanism (+charm)

After School

- Chariot, Emperor, Temperance, Hanged-Man available

Evening

- Free time

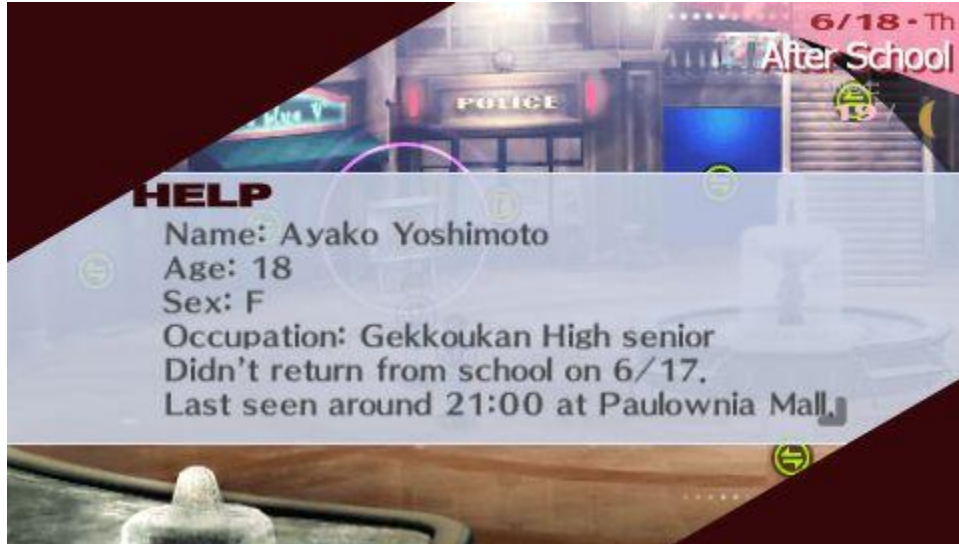
6/18 (Th)

Early Morning

- Receive a call from Theo

After School

- You'll be taken to the Velvet Room automatically. Here, you'll learn about someone that got stuck in the Tartarus in floors 44 to 47. You must rescue them before the next full moon. You can check the bulletin board near the police station to learn more about these missing persons. Officer Kurosawa will reward you once you rescue these people.
- Exit the Velvet room and check out the bulletin board to get details about the first missing person.
- Magician, Hermit, Priestess available; Free time



Evening

- Devil, Tower available; Free time

6/19 (F)

After School

- Lovers, Chariot, Temperance, Emperor, Star available

Evening

- Junpei leaves. Tower available; Free time

6/20 (Sa)

After School

- You'll be taken back to the dorm automatically. You'll find Fuuka and Yukari playing with a dog.

Evening

- **Quest Event:** Talk to Ikutsuki to get Glasses Wipe. Surrender it to Theo to complete quest # 77
- Free time after the conversation with the team. Devil, Tower available as well.



6/21 (Su)

Daytime

- Tanaka's TV Shopping: Auto-Rakukaja, x2 Muscle Drink for 4980Y
- Free time

Evening

- Tower available; Free time

6/22 (M)

Afternoon

- **Pop Quiz:** Jellyfish (+charm)

After School

- Chariot, Priestess, Emperor, Star and Hanged-Man available; Free time

Evening

- New recording available for viewing in the Command Room
- Free time

6/23 (Tu)

After School

- Lovers, Magician, Hermit, Temperance available; Free time

Evening

- Scene with Akihiko and Shinjiro. Free time afterward.

6/24 (W)

After School

- Chariot, Emperor, Hanged-Man, Temperance available

Evening

- Free time

6/25 (Th)

Afternoon

- **Pop Quiz:** Dowsing (+Charm)

After School

- Magician, Hermit, Priestess available

Evening

- Devil, Tower available

6/26 (F)

Early Morning

- Learn about two more people trapped in Tartarus (between 48F to 52F)

After School

- You may check the bulletin board for details about the missing persons
- Lovers, Chariot, Emperor, Star, Temperance available

Evening

- Tower available

6/27 (Sa)

After School

- Priestess, Hanged-Man available

Evening

- **Quest Event:** Talk to Fuuka to receive a Poinsettia. Deliver it to Theo to complete request # 78
- Devil, Tower available



6/28 (Su)

Daytime

- Tanaka's TV Shopping: Champion Gloves, x3 Mega Protein for 3980Y
- Free time

Evening

- Tower available; Free time

6/29 (M)

Morning

- **Pop Quiz:** It can go either way (+charm)

After School

- Chariot, Priestess, Emperor, Star and Hanged-Man available; Free time

Evening

- Scene with Fuuka and Yukari. If you want to go to Tartarus tonight, you can find them in the command room. Free time afterward

6/30 (Tu)

After School

- Lovers, Magician, Hermit, Temperance available; Free time

Evening

- Devil available; Free time

Dark Hour

- Pharos will warn you about the next full moon

7/1 (W)

After School

- Chariot, Emperor, Hanged-Man, Temperance available

Evening

- Free time

7/2 (Th)

After School

- Magician, Hermit, Priestess available

Evening

- Devil, Tower available. Free time

7/3 (F)

Morning

- **Pop Quiz:** Global Heritage Pavilion (+charm)

After School

- Lovers, Chariot, Emperor, Star, Temperance available; Free time

Evening

- Tower available; Free time

7/4 (Sa)

After School

- Priestess, Hanged-Man available

Evening

- Devil, Tower available
- Be reminded that the deadline for the quests is tomorrow. So If you still haven't acquired the Old Document 03 and other item drops from specified shadows, this is your last chance to do so.

Tartarus - 2nd Block (Arqa)

While exploring the floors 44-47, Fuuka will announce that there's someone in the current floor you're in. Since the last teleporter that you can use is located at 36F, it will save you time if you can exit the floor and return again until you get Fuuka's prompt than walking all the way back in case you didn't get the notification. Search the floor thoroughly until you find the person and return to the entrance. Continue exploring afterward.



(47F) BOSS: Golden Beetle (x3)

Item(s): Beetle Horn (x3)

Nothing much about these bosses; use -zio skills against them, preferably Mazionga to hit all of them and to have the chance to perform all-out assaults.



(59F) BOSS: Intrepid Knight

Item(s): Queen of Swords

This boss is quite tough, but since he has no elemental weakness or strengths, pummel him with attack skills. Be careful when it uses Mind Charge; the damage of the next magical attack it will inflict will be doubled. Make sure you keep everybody's HP above 60 or 70% at all times.



There will be a couple more missing persons that Theo will mention on 6/26. You've been told that you can find one between 48F to 52F. Find him first then return to the entrance. If you enter the Velvet room, Theo will hint that the other person can be found on floors 56 to 61.

7/5 (Su) *Quest Deadline*

Daytime

- Tanaka's TV Shopping: Precious Egg, x2 Yawn B Gone 5980Y
- Free time

Evening

- Tower available; Free time

7/6 (M)

After School

- Chariot, and Hanged-Man available; Free time

Evening

- Free time; the big night is tomorrow. So if you need supplies and new equipment, make sure to buy it tonight.

7/7 (Tu) ~ Full Moon ~

Dark Hour

- The day will pass by and you will enter the Dark Hour immediately.

After a brief scene, choose your party members and talk to Fuuka to commence the operation. Yukari will be a fixed member in this mission. You will start inside a hotel in Shirikawa Blvd. Not much to do here for the meantime so just find the stairs and head to the 3rd floor. Once there, find a large door; the boss is waiting there.



BOSS: Hierophant
Nul: Light, Darkness
Repel: Elec

This boss can Charm your party members which can cause a lot of problems if not taken care of immediately. If you have some Me Patra Gems, they will prove handy in this battle. Just attack it with everything you got, except for the elements mentioned above. Be careful with Yukari as well since she is weak against elec attacks. This battle should be manageable; actually, but I hope you won't be surprised to know that this is not the only boss here.

After the battle, try to leave the room through the main door then examine the large mirror in the wall. Select the correct conversation options to resist voice in your head and watch the following scenes. After gaining control, head out the room, then head to the second floor to find the others. Apparently, another Shadow is lurking nearby and has the capability to play with the minds of its victims. You won't be able to face it unless you get rid of the Seals protecting it.



These are mirrors inside each room. But randomly breaking those mirrors will just transport you to your starting room. Just look out for the mirrors where you have NO REFLECTION. You can find those mirrors in rooms 205 (2F) and 304 (3F). Some minor shadows will be roaming the area as well. After destroying all the mirrors, you can just enter the same large room where you defeated the Hierophant earlier. Prepare for the last battle of the night.



BOSS: Lovers

Nul: Light, Darkness

This boss is pretty much the same as the Hierophant. Just attack normally and have some Me Patra gems ready. This boss can Charm characters as well so as much as possible heal them quickly once inflicted. It also uses Fire-based attacks so make sure you don't have a persona weak against fire equipped.

After the battle, the Fool Arcana will increase by 1.

7/8 (W)

Morning

- **Pop Quiz:** I failed, it's over now. (+charm)

After School

- Your condition is "Tired" so visit the Nurse's office and drink the medicine (+courage)
- New requests available in the Velvet Room.
- New equipment available in the police station
- Chariot, Emperor, Hanged-Man, Temperance available

Evening

- Free time

7/9 (Th)

Morning

- **Pop Quiz:** Konden Einen Shizaihou (+charm)
- Be reminded about the upcoming exams

After School

- If your condition is still "Tired", visit the Nurse's office again and drink the medicine (+courage)
- Hermit, Priestess available

Evening

- Receive a call from Theo confirming that the previously closed section of Tartarus is now open. Free time
- Devil, Tower available. Free time

7/10 (F)

Morning

- **Pop Quiz:** Kabbalah (+charm)

After School

- Lovers, Chariot, Emperor, Star, Temperance available; Free time

Evening

- Tower available; Free time

7/11 (Sa)

Morning

- **Pop Quiz:** Imperial Prince (+charm)

After School

- Hanged-Man available

Evening

- Free time after the meeting. Devil, Tower available



7/12 (Su)

Daytime

- Watch the following scenes; free time after that.
- **Tanaka's TV Shopping:** Max Safety Shoes, x2 Trickster for 5980Y

Evening

- Tower available; Free time

Dark Hour

- Visit from Pharos. Death arcana will rank up

7/13 (M)

Morning

- Lecture; stay awake to increase Academics

After School

- Hanged-Man available; Free time

Evening

- Free time after the scene regarding your planned outing.

7/14 (Tu) Finals

Just like the last time, the game will automatically continue until the exams are finished. You won't be able to do anything until the exam ends.

Morning

- Dowsing

7/15 - Octopus

7/16 - Minamoto No Yoritomo

7/17 - I went, I learned

7/18 (Sa)

Morning

- Last part of the exam. This will go on automatically; difficulty will depend on your character's Academics level

After School

- Time will pass automatically after the scene.

Evening

- Free time; Devil, Tower available

7/19 (Su)

Daytime

- **Tanaka's TV Shopping:** Shirt of Chivalry, x2 Mega Protein for 6980Y

Evening

- Free time; Tower available

7/20 (M) Trip to Yakushima

Daytime

- Your trip to Yakushima starts now. You will be staying there for 4 days and 3 nights. Once you reach the Kirijo family's mansion, read through a few scenes. After that you will find yourself in the beach. Junpei will pretty much start getting excited, after seeing the girls in their swimsuits. Examine the beach parasol to save the game. Talk to everyone first then exit once done.



Evening

- In the evening, watch some more scenes. Learn more about the incident 10 years ago and the truth behind the Shadows and the Tartarus. Yukari will get emotional after learning the bitter truth. Chase after her and just select any conversation options that you want. The day will end after that.

7/21 (Tu)

Daytime

- The girls and the boys will have their own trips for today. The girls went out to the woods while the boys hang out in the beach. After learning an emergency from the chairman, the scene switches over to the guys. Watch the following scenes. Meet Aigis.

Evening

- You will learn that the girl is actually a battle droid by the name of Aigis. Somehow, she shows some attachment to the main character with no apparent reason. She is now an official member of SEES. You can bring her to the Tartarus once you get back.



7/22 (W)

Daytime

- This is the last day of your trip here. You can't do anything since the day will be spent automatically. Watch the scenes. SEES (Fool) social link will increase by one.

At Rank 5, party members can now take a Mortal Blow for you in battle. That means if you're about to sustain a fatal hit, there is a chance that a party member may run in and take the blow for you.

7/23 (Th)

Evening

- Back in the city, watch the scene with Shinji. Free time afterward.
- Devil, Tower available

7/24 (F)

Early Morning

- Scene with Aegis.

Lunchtime

- Exam results will be posted. If you have high grades, your charm will increase.

After School

- Lovers, Chariot, Emperor, Star, Temperance available; Free time
- New equipment for Aegis available from the Police Station

Evening

- Tower available; Free time

7/25 (Sa)

Morning

- Lecture; Stay awake (+Academics)

After School

- Your coach from the athletic club will approach you about the tournament on Aug 2. You will be spending your days in the school for the special training from July 27 to Aug 1.
- Priestess, Hanged Man available; Free time

Evening

- Scene with Shinji and Stregga. Ken will be staying in the dorm from now on as well; Free time after the scenes.
- Devil, Tower available

7/26 (Su)

Daytime

- Tanaka's TV Shopping: Bead Chain, x3 Amethyst for 5980Y

Evening

- Free time; Tower available

- You will start training starting tomorrow that will last for a whole week so your free time will be during the evening only.

7/27 (M) Start of Special Training

Daytime

- Training

Evening

- Free time

7/28 (Tu)

Daytime

- Training

Evening

- Free time



7/29 (W)

Daytime

- Training

Evening

- Free time

Dark Hour

- You will receive a notification from Fuuka. After some scenes, you will discover that the stray Shadow was defeated already... by a dog.

7/30 (Th)

Daytime

- Training

Evening

- Free time

Dark Hour

- Visit from Pharos. He will warn you again about the incoming full moon.

7/31 (F)

Daytime

- Training

Evening

- Free time

8/1 (Sa) Fellowship

Daytime

- Watch the scene. If you've played Persona 4 for the PS2, you'll meet a familiar face during this conversation.

Evening

- More scenes.



8/2 (Su)

Daytime

- Scenes

Evening

- You'll be back at the dorm. Tower available; Free time

8/3 (M)

Early Morning

- Get a call from Theodore informing you about two more missing persons in Tartarus.
- You may also get an invitation from one of your friends.

Daytime

- Free time

Evening

- Please be reminded that the deadline for your quests is tomorrow; if you need to complete them, this is the best time to do so. You can also try finding the two missing persons as well.
- Free time

Tartarus - 3rd Block (Yabbashah)

As usual, new enemies will be here. I will run down some of the enemies' weaknesses. This will help in surviving the upcoming battles as you clear each floor. At this point, your character should reach or already around level 30. You will be able to carry 12 personas once you gain that level. The shadows colored red are the ones that drop quest items.

- **Wild Drive** - Zio/ Elec
- Silent Book - Agi/ Fire
- Mah Wheel - Zio/ Elec or Garu/ Wind
- Indolent Maya - Piercing Attacks
- **Creation Relic** - Mudo/ Darkness
- Killer Twins - Agi/ Fire
- Avenger Knight - Hama/ Light.
- Dogmatic Tower - none

Some things you need to know about Aigis:

- Her persona specializes in frontal/ physical attacks. Due to that, most of her attacks consume her HP instead of SP. Make sure you keep an eye on her HP during battles. Make sure a healer is with the party or you have a good number of healing items on stock.
- Her support skills are most of the time, party buffs.
- Her attack type is Piercing and she has high defense against Piercing attacks. However, she is weak to Elec. She also has a high critical rate.
- Orgia Mode is her unique tactic or command.



Orgia Mode

This removes the limiter in Aigis' system. This can be considered as her Hyper mode or the like. Though it boosts her attack, defense and speed significantly, once active, you can't give orders to her and she can't use recovery items to her team mates. Also, a few turns after using it, she will enter "Cooldown mode". In this mode, she will just wait out until she recovers. This option can be activated from the main character's "Tactics" menu.



(72F) BOSS: Furious Gigas (x3)

Item(s): Golden Beard (x3)

These guys are just like the previous Hulk-Hogan look-alikes you previously fought. This time, they are weak against Wind/ Garu attacks. Use all-out attacks as often as possible to defeat them quickly.

(85F) BOSS: Fanatic Tower (x3)

Item(s): Magic Mirror (x3)

Repel: Lightning, Fire and Ice

Since this boss has no weakness, you may resort to just the basic attacking. It reflects Fire, Lightning and Ice attacks. Will poison your party members as well. Just keep one of your characters take care of the healing while the others pummel it with attacks. It uses Elec attacks so if you have Yukari and/or Aigis in your party, expect a bit of difficulty.

8/4 (Tu)

Early Morning

- You may get an invitation from one of your friends

Daytime

- Free time

Evening

- Devil available; Free time

8/5 (W)

Early Morning

- You may get an invitation from one of your friends

Daytime

- Free time

Evening

- Tomorrow is the big day. Make sure you're prepared for a major battle the next day; Free time

8/6 (Th) ~ Full Moon ~

Dark Hour

Start of another long night. Well, this will actually be short since everything is straightforward. After the scene in the meeting room, your team will visit the underground weapons depot in Iwatodai. Once there, Jin and Takaya of Stregga will make an appearance again and will trap the group inside. Select your team members and head deeper in the tunnel. The path is straight. Keep heading down. You may encounter a couple of enemies before eventually facing the boss.



BOSS: Justice and Chariot

Str: Light and Darkness

Basically, they don't have any specific weaknesses. So just attack it normally. As usual, make sure that you bring a healer, either Mitsuru or Yukari and set them to support/heal. For the first part, they fight as one. They share one life bar in this form so make sure you attack them with all you got, except for their strengths. After damaging them a bit, they will separate. When that happens, attack one target at a time. Using group damaging attacks can also make the battle easier while they are separated.

8/7 (F)

Early Morning

- You may get an invitation from one of your friends

Daytime

- Free time

Evening

- New requests available
- Tower available; Free time

Dark Hour

- Pharos will visit you again; (+1 Death Arcana)

8/8 (Sa)

Early Morning

- Phone call from Theo. You are informed about the change in Tartarus.

Daytime

- Conversation with Mitsuru. She will inform you about the meeting tonight.
- You can also complete two quests (date with Theo to Naganaki Shrine and getting the drink that shares his sister's name)
- Hanged-Man available; Free time.

Evening

- Meeting. Meet your new member. Koro-chan! You will be informed about the summer classes that you will attend next week. Free time after that.
- If you have talked to the Thin Young Man in Naganaki Shrine (Academics Rank 4 required to initiate) before, you can get the **Red Fountain Pen** from Koro-chan by talking to him. This is a key item to establish the **Sun** social link.

- Check out some new equipment from the Police Station. Your party's bathing suits are available now, as well Koro's equipment (including a cool butler outfit for him)
- Tower, Devil available



If no one else has taken him out, you can walk Koro at night. If you formed a Social Link with Koro, you can spend your time with him and raise your social link rank. Ranks are raised through certain events but you can still earn social link points by walking. If a dorm mate joins you, you can earn social link points for them as well.

8/9 (Su)

Daytime

- **Tanaka's TV Shopping:** Spirit Drain, x4 Health Supplement for 4980Y
- If you have acquired the Red Fountain Pen from Koro, you can establish the Sun social link by talking to Akinari in Naganaki Shrine.

Evening

- Free time; Tower available

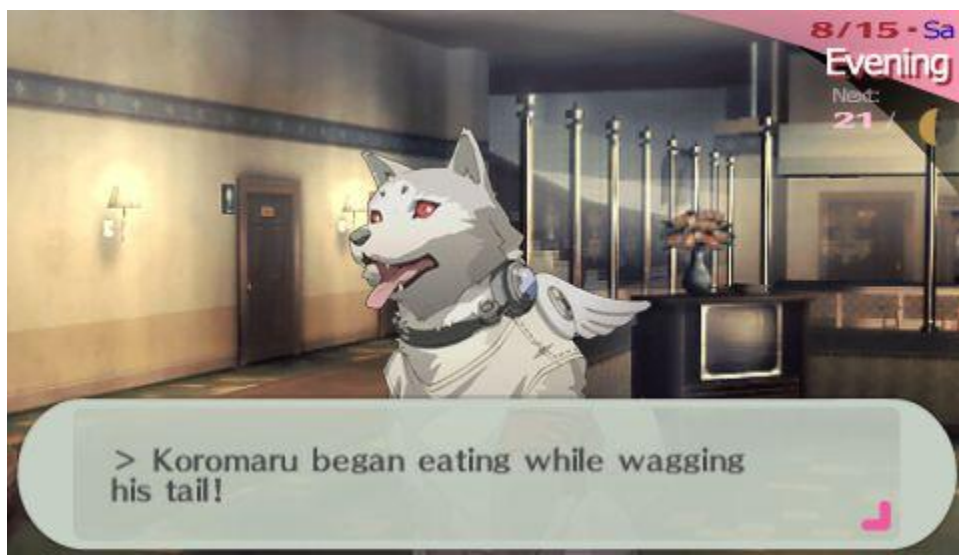
8/10 (M) Summer Classes

First day of summer classes; this will go on for one week. Your academics will greatly increase on each day of summer classes. Unfortunately, there's no evening slot left and the days will pass automatically until the 15th.

8/15 (Sa) Last Day of Summer Classes

Evening

- If you have the **Dog Food** item that you'll automatically obtain after establishing the **Priestess** (Fuuka) link, you can talk to Kuromaru and give it to him to establish the **Strength** Arcana.
- Tower, Devil available; Free time



8/16 (Su) Summer Festival

Daytime

- You may receive an invitation from a friend to go to the Summer Festival. As an additional option, you can choose to wear a yukata or go in regular clothes for tonight.



Evening

- Summer festival, date with the person(s) that you agreed to go with. Your social link(s) with the person(s) you've gone with will increase. You'll also obtain a Jack Frost Doll during this event.

The summer vacation will still last for two more weeks so use this chance to increase the ranks of your off-school links such as Maiko (Hanged-man) or the old couple (Hierophant). Your evening schedule is pretty flexible so use that time to increase your Tower, Devil or Strength links or spend time on activities that will boost your attributes.

8/17 (M)

Daytime

- Hanged-Man available; Free time

Evening

- Strength available; Free time

8/18 (Tu)

Early Morning

- You'll get invitations from friends to go to the Film Festival. You'll earn social link points by spending time with them as well as raising specific attributes.
- Invitation from Rio, ++Courage

Daytime

- Free time

Evening

- Devil available; Free time

8/19 (W)

Early Morning

- Call from Theo; get informed about the missing person in Tartarus.
- Invitation from Saori, ++Charm

Daytime

- Hanged-man available; Free time

Evening

- Free time

8/20 (Th)

Daytime

- Free time after the scene.

Evening

- Strength available (obtain Mad Bull, no link increase)
- Tower, Devil available; Free time



8/21 (F)

Early Morning

- Invitation from Theo, ++Charm

Daytime

- Free time

Evening

- Tower available, Free time

8/22 (Sa)

Early Morning

- Invitation from Bebe, ++Academics

Daytime

- Hanged-man available; Free time

Evening

- Kuromaru available for a walk; Akihiko may accompany you. (+Social link points for Star arcana)
- Devil, Tower available, Free time

8/23 (Su)

Daytime

- **Tanaka's TV Shopping:** Dragon Boots, x2 Opal for 9980Y
- Sun available; Free time

Evening

- Kuromaru available for a walk; Yukari may accompany you. You'll meet Bunchiki along the way (+Social link points for Lovers and Hierophant arcana)
- Tower available, Free time

8/24 (M)

Daytime

- Scene with Akihiko and Shinji. Free time afterward
- You may invite Yukari to the movies (++Academics)
- Hanged-Man available

Evening

- Strength (rank up); Free time

8/25 (Tu)

Daytime

- You can invite Akihiko to the movies (++Academics)
- Free time

Evening

- Devil available; Free time
- Should you decide to go to Tartarus today, Fuuka will inform you that the clock (save point) won't cost that much to recover. If you haven't visited Tartarus yet since your last sortie, this could be a good chance to maximize your visit there.

Tartarus - 3rd Block (Yabbashah)

You can actually complete all these requests in one night if you are persistent. Since you have almost a complete set of members, you can go for two full parties even if you are tired already.

- Champion Knight - Wind
- Shouting Tiara - Ice
- Minotaur IV - Fire

Champion Knights always appears in pairs. They are those “strong” enemies that are glowing pink/red. They are dangerous if they get their turn so make sure you sneak behind them to have an advantage. Their Heat Wave attack could be really devastating. Shouting Tiaras are frequent in the floors mentioned. They appear by 3's or 4's so you can collect their hair quite easily.

The first missing person can be located in floors 95 to 100. You'll get the tip from Theo on 8/19. The second missing person will be tipped by Theo on 8/29. He's located in floors 101 to 105. The last person will go missing on 9/3 and will be rescued on floors 106-111. Make sure to rescue them all before the next full moon arrives. Check out this [list](#) to know the locations of the missing persons.

(98F) BOSS: Magical Magus (x3)

Weak: Agi/ Maragi/ Fire

These shadows can be a pain if left on their own. You need to use Maragi and all-out attacks for best results.





(110F) BOSS: Natural Dancer

Str: Fire

Immune: Wind

This boss doesn't have any particular weakness so you need to attack it the old fashioned way. Using status effects on this boss is quite effective. The only way you can win quicker is by using and all out attack. Having Yukari (she is strong against wind attacks) in this battle will help since she can withstand this boss' powerful attack and provide healing to the team as well. Don't bring Junpei in this battle since he's weak against the boss' wind attacks. Make sure to remove any status ailments it will inflict to your team, especially Charm.

8/26 (W)

Daytime

- You can invite Kuromaru to the movies (++)Courage)
- Hanged-Man available; Free time

Evening

- Strength available

8/27 (Th)

Daytime

- You can invite Junpei to the movies (++)Charm)
- Free time

Evening

- Walk with Kuromaru. Junpei may join you if you've gone with him to the movies. (+Magician link)
- Devil, Tower available; Free time

8/28 (F)

Daytime

- You can invite Aigis to the movies (++)Academics)

Evening

- Ken will join your party. Free time after the scene.

8/29 (Sa)

Early Morning

- Call from Theodore informing you about another missing person. There will be another person that will go missing on 9/3 so you may visit Tartarus on that day to rescue both persons in one trip.

Daytime

- Free time after the scene.
- You can invite Fuuka out to the movies (++)Charm)
- Hanged-Man available

Evening

- Walk with Kuromaru. If you've gone with Fuuka to the movies, she may join you (+Priestess link); otherwise, obtain Lucky Charm.
- Devil, Tower available or Free Time

Dark Hour

- Visit from Pharos. Just another warning about the coming full moon

8/30 (Su)

Daytime

- **Tanaka's TV Shopping:** Soma, x3 Best Friends for 10000Y
- You may invite Mitsuru to the movies (++Academics)
- Sun available; Free time

Evening

- Walk with Kuromaru. If you've gone with Mitsuru to the movies, she may join you (+Empress link - if you have it established already); otherwise, obtain Trafuri Gem

8/31 (M)

Daytime

- Free time after the scene.
- You may invite Ken to the movies (++Courage)

Evening

- Strength available

9/1 (Tu) Start of the Second Semester

Morning

- **Pop Quiz:** Superconductivity (+Charm)

After School

- Hermit, Temperance available

Evening

- Watch the scene.
- Devil, Strength available; Free time



9/2 (W)

Lunchtime

- You'll receive a text message from Akihiko.

After School

- You won't be able to do anything since the game will drag you along automatically. Just watch the scenes and Shinji will join your party.

Evening

- Strength available or Free Time

9/3 (Th) *Quest Deadline*

Early Morning

- You'll receive another notification from Theodore regarding another missing person.

After School

- Priestess, Hermit available; Free time

Evening

- If you still have pending quests this is the perfect time to do so; make sure to look for the missing persons as well.
- Walk with Kuromaru; obtain Lucky Charm
- Devil, Tower available

9/4 (F)

After School

- Free time after the scene
- Star, Lovers, Temperance, Emperor available

Evening

- Tower available

9/5 (Sa) ~ Full Moon ~

After School

- As soon as the school ends, the game will automatically continue to 'Evening.'

Dark Hour

Read through the team's conversation. You will also discover where Junpei is taken. When you have the control, choose your members. The next boss is an Electric-type. You may want to bring Akihiko since he has high elec resistance. Make sure also that you don't bring Yukari and Aegis since they're both weak against elec. Once ready, talk to Fuuka and head to Club Escapade.



BOSS: Hermit

Drain: Lightning

Null: Darkness, Light

It's most powerful attack (Giga Spark) requires at least 3-4 turns of charging up. At those times, you are free to attack it with all you got. You will know that Hermit is ready to release all those charged energy when there a message telling you that it is emitting an odd light. For those times, I usually cast a party-buff, specifically, +defense to make sure nobody gets killed in one shot or just simply order everybody to guard. If you're able to deal critical damage to the boss, then you should be able to take out with 3 or 4 All-Out attacks. Otherwise, you need to whittle its HP down slowly. Having someone that can use Mediarama (Ken @ LV39 has this or bring a persona that has the skill) in this battle will help a lot in keeping everybody healed, especially after enduring the boss' Giga Spark attack.

9/6 (Su)

Daytime

- Free time after the scene.
- **Tanaka's TV Shopping:** Megido, x4 Mind Supplement for 6980Y
- New requests available from Theo. Check them out and see what you quests you can accomplish within the day.

Evening

- Walk with Kuromaru. Ken may join you tonight
- Tower available; Free time

9/7 (M)

After School

- Chariot, Priestess, Emperor, Hanged-Man available
- New gears available from the police station. Its also discount day so you can enjoy lower prices.

Evening

- Strength available; Free Time
- Senpais are not around. Can't go to Tartarus yet.

9/8 (Tu)

After School

- Free time after the scene
- Lovers, Hermit available

Evening

- Devil available; Free Time
- Senpais still not around. Can't go to Tartarus yet.

9/9 (W)

After School

- Chariot, Temperance, Emperor, Hanged-Man available; Free time

Evening

- Talk to Shinjiro to establish the **Moon** social link. You must attempt to max his link before October 3 (Full moon) If you played Persona 3/FES before, you should know the reason why. This should be manageable since he's available 4 days a week (see Social link section) during evenings. You can speed up the process by bringing along a Moon persona whenever you spend time with him. Also remember that all the available evenings are just enough to max his link before October 4th so **its a must** to establish his link today and spend time with him whenever he's available.
- Moon, Strength available



9/10 (Th)

Morning

- **Pop Quiz:** Gochisou-sama (+Charm)

After School

- Free time after the scene.
- Priestess, Hermit available

Evening

- Receive a phone call from Theo informing you that the blocked path in Tartarus is now open.
- Akihiko and Mitsuru will be back in the dorm so you can explore Tartarus again if you want.
- Tower, Devil, Strength available
- If your Courage is Maxed already, talk to Ken and take him out to dinner to establish the **Justice** social link.



9/11 (F)

Morning

- **Pop Quiz:** Hermetica (+Charm)

After School

- Lovers, Temperance, Chariot, Emperor, Star available

Evening

- Moon, Tower available; free time

9/12 (Sa)

Early Morning

- Receive a notification from Theo that an acquaintance of yours (Bunkichi) have wandered to Tartarus. The Hierophant link won't be available until he's rescued. There will be two more persons that will go missing on 9/22 so wait until then before venturing to Tartarus so you can maximize your visit there.

Morning

- Lecture; Stay awake to increase Academics

After School

- Free time after the scene
- Priestess, Hanged-Man available

Evening

- Strength, Moon, Devil, Tower available; free time

Dark Hour

- Visit from Pharos (Death rank up event)

9/13 (Su)

Daytime

- **Tanaka's TV Shopping:** Omega Spear, x3 Garnet for 12800Y
- Free time

Evening

- Tower available; Free time

9/14 (M)

Morning

- **Pop Quiz:** Can't let others produce (+charm)

After School

- Star, Chariot, Priestess, Emperor, Hanged-Man available; Free time

Evening

- Moon available; Free time

9/15 (Tu)

After School

- Lovers, Hermit, Temperance available

Evening

- Walk with Kuromaru; Shinji may join you (+Moon link if you established it already)
- Devil available; Free time

9/16 (W)

After School

- Chariot, Emperor, Temperance, Hanged-Man available

Evening

- Moon, Strength available

9/17 (Th)

After School

- Priestess, Hermit available

Evening

- **Quest event:** Talk to Shinji to receive the Fruit Knife. Hand it to Theo to complete request # 79
- Strength, Justice, Tower, Devil available



9/18 (F)

After School

- Typhoon just hit. You will be automatically taken back to the dorm.

Evening

- You can't go out due to the Typhoon. Since you can't go out or do anything else, save then return to your room after the conversation with them.

Dark Hour

In your dreams, you will find yourself inside the Velvet Room again with Igor and Elizabeth. He will tell you that you can now fuse 4 or more Personas.



Cross and Pentagon Spread 101

Fortunately, both the Cross and Pentagon Spread doesn't require you to experiment with the combinations. You just need to have all the required personas with you and you can fuse them. Note that if your level is not high enough to handle the resulting persona, you may end up keeping those personas until you have the necessary level to handle the powerful resulting persona.

Note that some of the rare personas needed to complete Theo's requests (e.g. Black Frost, Girimekala) can only be acquired using this process.

9/21 (M) ~Elder Respect Day~

Days will be skipped since you rested to recover from your fever. This is also the start of a 3-day holiday.

Daytime

- Hanged-man available; Free time

Evening

- Strength available

9/22 (Tu) ~National Holiday~

Early Morning

- Call from Theo, regarding two more souls lost in Tartarus.

Daytime

- Free time

Evening

- Devil available; Free time

9/23 (W) ~Autumn Equinox~

Early Morning

- You may get invites from your friends since there's a day-long film festival today.
- Alternatively, you can invite Shinjiro instead by talking to him in the dorm lounge. (++)Courage)

Daytime

- Hanged-Man available; Free time

Evening

- Strength available; Free time

9/24 (Th)

Morning

- Lecture; stay awake to increase Academics

Afternoon

- Watch the scenes

After School

- Priestess, Hermit available; Free time

Evening

- Strength, Justice, Tower, Devil available; Free time

9/25 (F)

After School

- Lovers, Emperor, Star, Temperance, Chariot available; Free time

Evening

- Moon, Tower available; Free time

9/26 (Sa)

Morning

- **Pop Quiz:** The Tetractys (+charm)

After School

- Priestess, Hanged-Man available

Evening

- Moon, Tower, Devil, available; Free time
- Walk with Kuromaru; Shinji may join you. (+Moon link)

9/27 (Su)

Daytime

- **Tanaka's TV Shopping:** Growth 2, x4 Veggie Supplement for 18800Y
- Free time

Evening

- Tower available; Free time
- Walk with Kuromaru; Akihiko may join you. (+Star link)

Dark Hour

- Visit from Pharos again

9/28 (M)

Morning

- Lecture; stay awake to increase academics

After School

- Star, Priestess, Chariot, Emperor, Hanged-man available

Evening

- Moon, Strength available

9/29 (Tu)

After School

- Lovers, Hermit, Temperance available ; Free time

Evening

- You will be asked by Fuuka to check out the equipment in the command room. Head there if you want to watch some extra scenes.
- Devil available; Free time
- I suggest completing all the Tartarus-related quests on this evening. You need to be in top condition in the upcoming full moon, not to mention that you'll want to spend the W,F and Sa nights to max out

your Moon link.

Tartarus - 4th Block Tziah

The enemies here can be tough at first, especially if you still need to scan them before knowing their weaknesses. I will list down their attacks and weaknesses just to save you time and trouble. Check out this [list](#) to know the locations of the missing persons.

(Enemy - Weakness)

- Arcane Turret (1) - Elec/ Zio
- Blue Sigil - Darkness/ Mudo
- Constancy Relic - Fire/ Agi
- Ill-Fated Maya - Elec/ Zio and Wind/Garu
- Hakuro Musha (3) - Light/Hama
- Killer Drive - Light/Hama
- Tranquil Idol - Darkness/Mudo

- From floors 123+ -

- Brave Wheel - Ice/Bufu
 - Death Twins - Strike attacks
 - Elegant Mother(2) - Darkness/Mudo and Elec/ Zio
 - Writhing Tiara - Ice/Bufu
 - Magical Magus - Fire/Agi
1. Drops Armor Plates needed for Theo's request
 2. Drops Empress's Mirror needed for Theo's request
 3. Drops Gold Handguards needed for Theo's request

(122F) BOSS: Arcane Turret (x3)

Str: Physical

Null: Fire, Elec, Wind

Weak: Ice

Use ice-based attacks against these tanks to make the battle easier. If you have Mabufu or Mabufula then it should only take 2-3 AOA's (all-out attacks) to finish all of them. They are strong vs physical attacks, not to mention that they can deal massive damage although on one target at a time. Make sure your party gets healed as needed and concentrate on one enemy at a time.



(135F) BOSS: Sleeping Table

Str: Fire

Null: Strike

Since this boss has no definite weakness, you will really need to plan ahead when facing this boss. Having Mediarama (recover party HP) or better will help a lot in this battle. In the start of the battle, it will cast status ailments such as fear so make sure you have a good stock of Me Patra Gems. It will also occasionally use Megido.



Later in the battle, once it has less than 50% HP left, it will use Maragidyne (heavy fire damage/all) on every turn. Don't bring in members or equip personas that are weak against fire. Junpei has high fire resistance while Kuromaru blocks them completely so they are good choices in this battle. As long as you keep your party's HP at full every turn and they are on Full Assault on the enemy, you can win this battle even with just three members.

9/30 (W)

After School

- Temperance, Emperor, Chariot, Hanged-man available

Evening

- Talk to Junpei and choose to hear about his story. This is the first of the few extra conversations (known as "Revival Flags" from Persona 3: FES) with him that will unlock additional scenes regarding his love story with Chidori. The other three conversations can be initiated on the month of November.
- Moon, Strength available



10/1 (Th)

Morning

- Lecture; stay awake to increase academics

After School

- Priestess, Hermit available; Free time

Evening

- **Quest event:** Talk to Aegis to receive Machine Oil. Deliver it to Theo to complete quest # 80
- Strength, Justice, Tower, Devil available; Free time

10/2 (F) *Quest Deadline*

After School

- Lovers, Emperor, Star, Temperance, Chariot available; Free time

Evening

- Moon, Tower available

10/3 (Sa)

Morning

- Lecture; stay awake to increase academics

After School

- Hanged-man available

Evening

- Moon, Devil, Tower available (last chance to max out Moon link. See the [Social Links](#) section for more details)



10/4 (Su) ~ Full Moon ~

Dark Hour - Iwatodai Strip Mall

BOSS: Fortune and Strength

You won't be able to attack Fortune until you defeat Strength. However, don't expect it to go down quickly. One new and annoying part of this battle is that Fortune will keep on using Wheel of Fortune for the duration of the battle. These bosses doesn't have any strengths or weaknesses.

This is how it works. The roulette has two colors; blue and red. Above the colors are status buffs, ailments and damage (medium, heavy). When you stop the spin and it stops on the blue spot, whatever effect indicated above the color will take effect on the enemy. So, if you are really lucky (or exceptionally good at timing), then this could make the battle easier. When it stops on red, the effect will affect your entire party. You must have personas that can remove status ailments, as well as Mediarama/-rahan. Just remember to use any party-buffs you have and take direct command of your allies.



In this battle, have a good number of status healing items and use a persona with Mediarama or Mediarahan. Strength attacks one target at a time but can deal medium-heavy damage. High level attacks (-dyne) works well to this boss. After defeating Strength, Fortune can now be attacked. Though it may look harmless, don't be deceived. It is quite powerful compared to the first one you just defeated. It will still use Wheel of Fortune but it has some elemental attacks as well so be careful. When near death, this boss will start cheating. Just endure a few hits/turns more and the battle should be over.

Watch more scenes and the game will proceed to the next day.

10/5 (M)

After School

- If you managed to max out Shinjiro's social link and give him his pocket watch, the story will change a bit. Instead of dying, he'll survive but he will lie in comatose. During the scenes, Akihiko's persona will evolve to Caesar.

Evening

- Watch more scenes. Free time afterward.

10/6 (Tu)

After School

- Free time. Note that some of your school friends won't be there because of the exams. So spend your free time in any way you want. You can also check out the Police Station before that to check out some new equipment and the Velvet Room for some new requests. Check out this guide's [Theo's Requests](#) section for more details on how to complete them.
- Visit the Faculty room and find Mr. Ono. You won't get the helm on your first visit since you'll need to visit the faculty room a few days more. Don't worry since your academics will increase automatically with every visit without using up a time period. (Request #61)
- After that, visit the shrine and examine the smaller shrine near the large tree. Examine it and an old woman will give you the Inari Sushi. Max academics rank is required so just come back for it later in case your academics level is still not enough (Request #38)



Evening

- Receive a phone call from Theo informing you about the changes in Tartarus.
- Ken's persona Nemesis evolves to Kala-Nemi during a scene. Watch more scenes; free time afterward.
- Devil available

Dark Hour

- Visit from Pharos; Death link increases

10/7 (W)

Morning

- **Pop Quiz:** To excite the audience (+charm)

After School

- Visit the Faculty office to increase academics (Request #61 part 1)
- Hanged-man available; Free time

Evening

- Free time

10/8 (Th)

After School

- Visit the Faculty office to increase academics (Request #61 part 2)
- Free time

Evening

- Devil, Tower available

10/9 (F)

Morning

- Lecture; stay awake to increase academics

After School

- Visit the Faculty office to increase academics (Request #61 part 3)
- Free time

Evening

- Tower available

10/10 (Sa)

Morning

- Lecture; stay awake to increase academics

After School

- Visit the Faculty office to increase academics (Request #61 part 4)
- Hanged-man available; Free time

Evening

- Tower, Devil, Strength available
- Ken may join you. (+Justice link) if you take Kuromaru out for a walk; otherwise, free time

10/11 (Su)

Daytime

- **Tanaka's TV Shopping:** R/C Geta, x5 Instant Ramen for 24000Y
- Free time

Evening

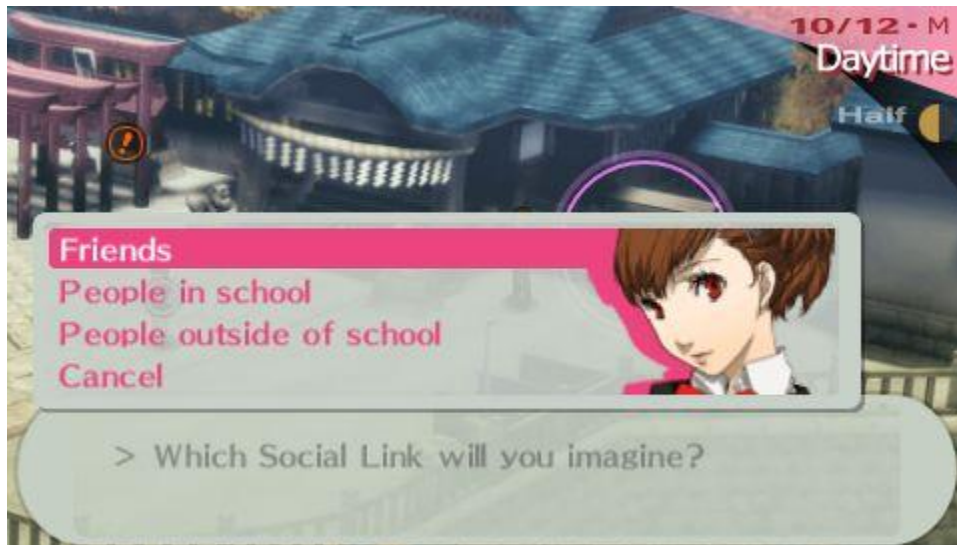
- Tower, Strength available
- Fuuka may join you. (+Priestess link) if you take Kuromaru out for a walk; otherwise, free time

10/12 (M) Health and Sports Day

Daytime

- Hanged-man available; Free time

If you have already maxed your attributes (academics, charm and courage) and your external social links (hanged-man, hierophant) has been maxed as well, then you may want to use the Fortune Box in Naganaki shrine to increase “points” to your existing links during pre-examination weeks, holidays or times when you can find any social link contact to spend time on. This way, you can trigger rank up events more often instead of spending your precious time period to improve your relationship.



10/13 (Tu) Midterms

10/13 - Husbands

10/14 - Moses (If you google the answer, Phytagoras' name will appear. But Moses is the correct answer. [Read why](#))

10/15 - Zero Electrical Resistance

10/16 - Coup of Meiou

10/17 (Sa)

Morning

- Last day of the exams; difficulty of the questions will be based on your academics level.

After School

- Visit the Faculty office to increase academics (Request #61 part 5)
- Hanged-man available

Evening

- Devil, Tower, Strength available
- Walk with Kuromaru; Junpei may join you. (+Magician link)

10/18 (Su)

Daytime

- Tanaka's TV Shopping: Pearl x2, x3 Topaz for 45000Y
- Free time

Evening

- Tower available; Free time

10/19 (M)

Lunchtime

- Exam results will be posted today. If you scored the highest, your charm will greatly increase.

Afternoon

- **Pop Quiz:** Fourteen (+charm)

After School

- Visit the Faculty office to increase academics (Request #61 part 6)
- Priestess, Chariot, Emperor available; Free time

Evening

- Strength available; Free time

10/20 (Tu)

After School

- Visit the Faculty office to increase academics (Request #61 part 7) and to finally get the helm. Deliver it to Theo to complete the quest.
- Talk to Mitsuru to obtain your rewards if you topped the exams. (It should be easy if you have maxed out academics before the midterms in 10/13). Another thing to note is that even if your Academics is maxed out at this point, you won't be able to establish Mitsuru's link (Empress) until after the trip to Kyoto.
- Lovers, Magician, Temperance, Hermit available

Evening

- Justice, Devil available



10/21 (W)

Early Morning

- You'll receive a call from Theodore, informing you about two lost persons - and one of them is Maiko. The Hanged-man social link will be unavailable until you rescue her.

After School

- Chariot, Emperor, Temperance available

Evening

- Free time

10/22 (Th)

Morning

- **Pop Quiz:** By fermenting them (+charm)

After School

- Magician, Priestess, Hermit, available

Evening

- Strength, Justice, Devil, Tower available

10/23 (F)

Morning

- **Pop Quiz:** Madam Blavatsky +charm)

After School

- Lovers, Emperor, Chariot, Temperance, Star available

Evening

- Tower available

10/24 (Sa)

After School

- Priestess available. Hanged-man is also available if you're able to rescue Maiko.

Evening

- Strength, Devil, Tower available

10/25 (Su)

Daytime

- **Tanaka's TV Shopping:** Berserker's Seal, x3 Mega Protein for 29800Y
- Free time

Evening

- Strength, Tower available; Free time

10/26 (M)

Afternoon

- **Pop Quiz:** Wristwatches (+charm)

After School

- Priestess, Chariot, Emperor, Star, available. Hanged-man is also available if you're able to rescue Maiko.

Evening

- Free time

10/27 (Tu)

After School

- Magician, Lovers, Hermit, Temperance available

Evening

- Devil, Justice available

Dark Hour

- Visit again from Pharos

10/28 (W)

After School

- Chariot, Emperor, Temperance available; Hanged-man is also available if you're able to rescue Maiko.

Evening

- Strength available

10/29 (Th)

Afternoon

- **Pop Quiz:** Lactase (+charm)

After School

- Magician, Hermit, Priestess, available

Evening

- Strength, Justice, Devil, Tower available

10/30 (F)

Early Morning

- Call from Theo regarding another person gone missing in Tartarus.

Morning

- Lecture; stay awake to increase academics

After School

- Lovers, Star, Emperor, Chariot, Temperance available

Evening

- Tower available

10/31 (Sa)

After School

- Priestess, Hanged-man available

Evening

- Strength, Tower, Devil available
- Walk with Kuromaru; Ken may join you (+Justice link)
- Tomorrow is the quest deadline so you may want to complete all your Tartarus-related quests tonight.

Tartarus - 4th Block Tziah

The new unblocked path is still within the fourth block. As usual, new enemies will be here so take time to find the terminals first before clearing all floors thoroughly. Check out this [list](#) to know the locations of the missing persons.

(Enemy - Weakness)

Death Seeker - Light/Hama

Flowing Sand - Any physical attack

Liberating Idol - Ice/Bufu

Order Giant - Ice/Bufu

Scarlet Turret- Elec/Zio (Drops Red Armor Plates)

Visceral Maya - Elec/Zio, Wind/Garu and Fire/Agi

- From floors 147+ -

Conviction Sword - Wind/Garu

Growth Relic - Strike attacks

Mighty Cyclops - Fire/ Agi

Regal Mother - Elec/Zio and Dark/Mudo

Solid Castle - Wind/Garu

Wondrous Magi - Fire/Agi (Drops Gold Rings)



(146) BOSS: Hell Knight (x3)

Drain: Lightning

Having Mediarama/Mediarahan will increase your chances of survival since there are three enemies and they have party damaging skills. Just do the usual; use party-buffs and concentrate on one target at a time. If your level is sufficient enough and/or your equipment updated, then you should be able to endure their damage without too much trouble keeping up with the healing.



(160) BOSS: Mythical Gigas

Drain: Fire

This boss is all about physical attacks and it does excel on that. Prepare to heal often. If you can spare an attack mirror or two, that will be great as well. It uses fire attacks from time to time so avoid bringing Mitsuru or equipping personas weak against it. Try to use party buffs that will increase your defense and hit/evasion. It also has high counter that will reflect physical attacks at a considerable rate. It has a really good HP and defense so expect the battle to take a bit some time. Just keep pounding it with non-fire elemental skills for better damage and keep the party alive by spamming mediarama or mediarahan.

11/1 (Su) *Quest Deadline*

Daytime

- Tanaka's TV Shopping: Raven Claw, x2 Balm of Life for 49800Y
- Free time

Evening

- Strength, Tower available
- Walk with Kuromaru; Yukari may join you (+Lovers link)

11/2 (M)

After School

- Chariot, Emperor, Hanged-man available
- Make sure you buy the supplies and equipment you need now; this is your last chance before the operation tomorrow.

Evening

- Scene with the team. (Fool social link rank up) Free time after ward. Make sure you save now.
- Free time

11/3 (Tu) ~ Full Moon ~

Operation begins at midnight. In the meeting room, you will need to choose your members. Bring the best with you and commence the operation. You will find yourself in the Moonlight Bridge but as expected, the two remaining members of Strega will confront you. Actually, this is more of a giveaway battle. An appetizer before the main dish.

Boss: Takaya

Rpl: Fire, Dark

Null: Light

Boss: Jin

Null: Light and Dark

This battle ain't that hard as it looks. Just concentrate on one target at a time. Use -dyne level elemental skills, except for fire. Heal as needed. But if your characters are high leveled, then you don't need to worry about them and just treat this as a normal battle.



After their defeat, read through the conversation. The two idiots will just fall off the blood-red river below. The last shadow will be floating in the middle of the bridge. You can also choose your party members for this battle before heading out to face the main boss.

BOSS: Hanged Man

For the start of the battle, there will be three statues on the ground. You can't attack the main target yet unless you destroy all those statues below. The best way to destroy it is by using Ma-Dyne skills (Maragidyne, Maziodyne, etc) or any powerful group/all damaging skills. After destroying the first set of statues, the main boss will fall down. Attack it with all you got. You don't actually need to heal too much in this battle but make sure to do so whenever needed. He will then start summoning a Devious Maya (Null Ice). Still use group attack skills to get rid of the maya and damage the main boss as well.



In the later parts of the battle, the boss will start summoning sets of statues and will pull itself out of target range. Get rid of the statues immediately. By destroying all/ or at least two of the statues at the same time, the boss will fall down hard to the ground and will be open for an all-out attack. Take this to your advantage and the battle will be over soon. After the battle, the whole team will start planning for a celebration. Just read through it and the night will end.

11/4 (W)

Early Morning

- Pharos will visit you for the first time in the morning. He will say goodbye to you and subsequently maxing out the Death Arcana link. You can now create the ultimate form of the Death arcana - Thanatos.

Evening

- Watch the following scenes. The Fool social link will also increase by one during this event. Watch more scenes.



11/5 (Th)

After School

- Receive a text message from Aki. Meeting at the command room.

Evening

- Free time after the scenes. Yukari's persona lo will evolve to Isis.
- Devil, Tower available

Dark Hour

- Brief conversation with Igor

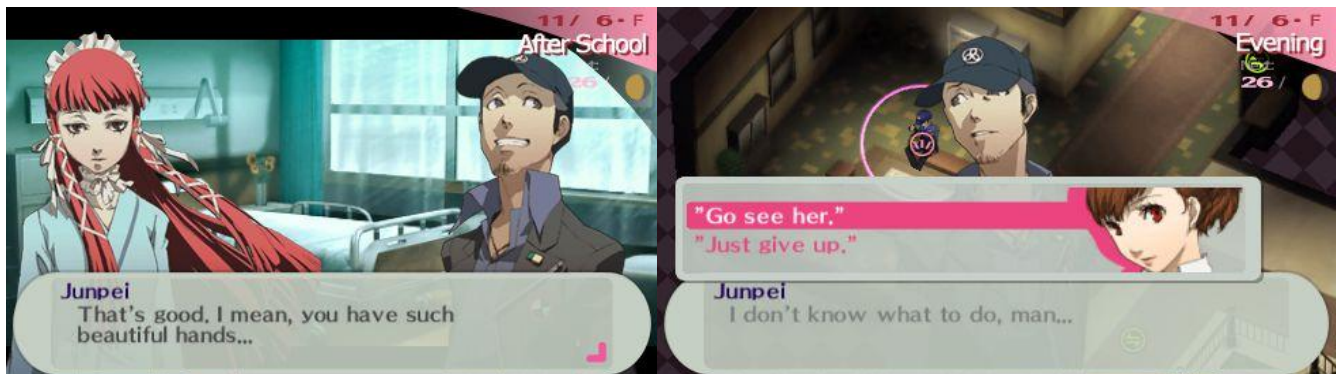
11/6 (F) (Revival Flag 1)

After School

- Emperor, Chariot, Temperance available
- You can complete some of the quests now (#59, 65, 64); refer to this guide's [section](#) for more details.

Evening

- Call from Theo; blocked path in Tartarus will now be open.
- Find Junpei in the second floor and talk to him. Tell him to see Chidori.
- Tower available



11/7 (Sa)

Afternoon

- **Pop Quiz:** Winter mornings are pleasant (+charm)

After School

- Hanged-man available

Evening

- Strength, Devil, Tower available
- Walk with Kuromaru; Yukari may join you (+Lovers link)

11/8 (Su)

Daytime

- **Tanaka's TV Shopping:** Ruby, x2 Sapphire for 19800Y
- Free time

Evening

- Tower available

11/9 (M)



Morning

- Meet Ryoji Mochizuki, the new transfer student.

Afternoon

- Lecture; stay awake to increase academics

After School

- **Fortune social link** will be automatically established.
- Chariot, Temperance, Emperor, Priestess, Star, Hanged-man available

Due to this link's special conditions and limited time, make sure to carry a Fortune persona with you ALWAYS whenever you're spending time with Ryoji, up until you max his link.

Evening

- Strength available

11/10 (Tu)

After School

- Temperance, Hermit available

Evening

- Justice, Devil available

11/11 (W) (Revival Flag 2)

After School

- Chariot, Emperor, Temperance, Hanged-man available

Evening

- Talk to Junpei in the dorm's 2F hallway and encourage him to see Chidori
- Strength available

11/12 (Th)

Early Morning

- Meet Ryoji on the train. (Rank up event) Like what I suggested earlier, always bring a fortune persona with you and select the recommended conversation options. Refer to this guide's [social link section](#) for more details.

Afternoon

- **Pop Quiz:** Upanishads (+charm)

After School

- Priestess, Hermit available

Evening

- **Quest Event:** Talk to Koromaru to obtain **Gourmet Dog Food** to complete request # 63
- Justice, Devil, Tower available

11/13 (F)

After School

- Fortune, Lovers, Chariot, Emperor, Star, Temperance available

Evening

- Tower available

11/14 (Sa) (Revival Flag 3)

Morning

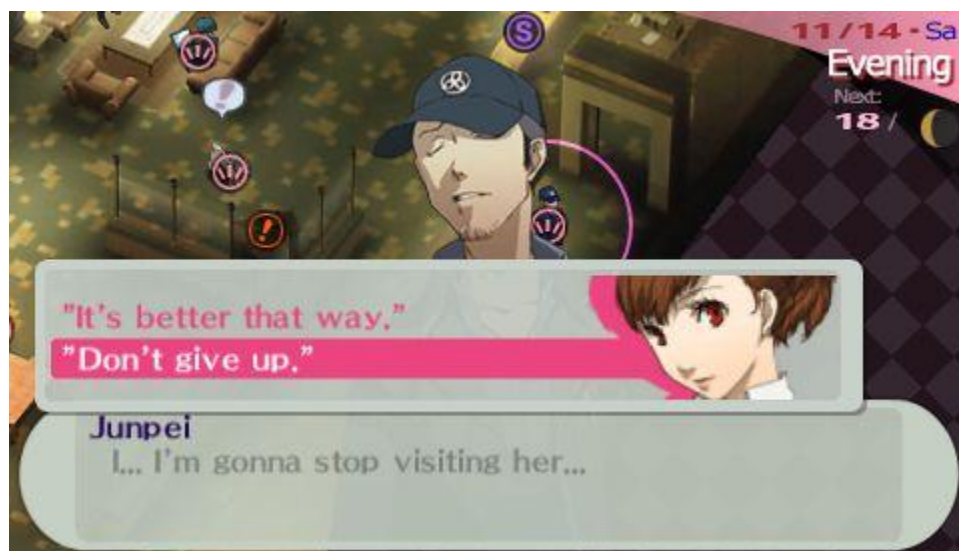
- Lecture; stay awake to increase Academics

After School

- Priestess, Hanged-man available

Evening

- Strength, Devil, Tower available



11/15 (Su)

Daytime

- Tanaka's TV Shopping: Auto-Mataru, x8 Mega Protein for 59800Y
- Free time

Evening

- Tower available

- Should you wish to visit Tartarus today, healing cost of the clock is significantly reduced.

11/16 (M)

Morning

- Lecture; stay awake to increase academics

After School

- Priestess, Chariot, Emperor, Temperance, Hanged-man, Star available;

Evening

- Strength available; free time

11/17 (Tu) Kyoto Trip Day 1

Evening

- To start off, **buy at least one of each drink from any of the vending machines here for request # 62.** You can also buy a souvenir for Ken in the inn lounge. The save point is located in 3F. To find your room, go to the third floor and check out the Bellflower room at the end of the corridor to the right.



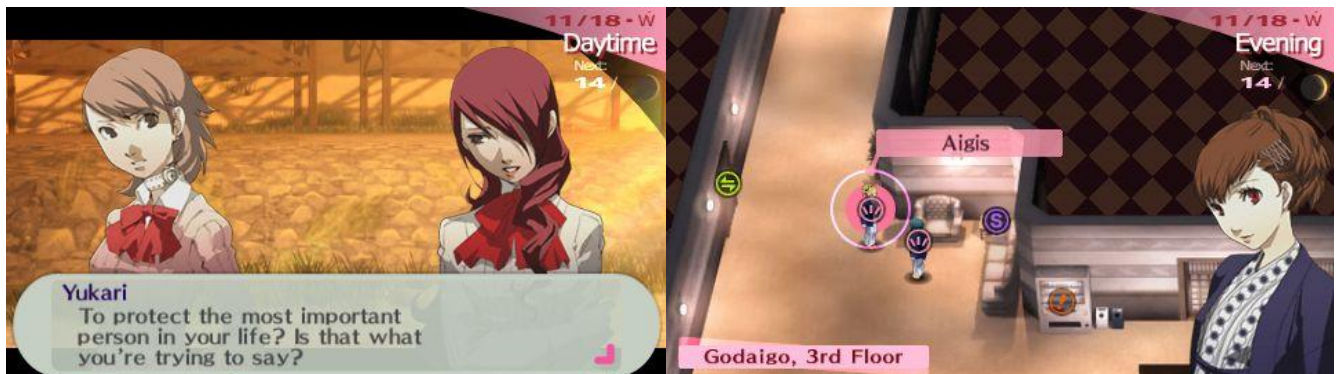
11/18 (W) Kyoto Trip Day 2

Daytime

- Second day of the school trip. The scene will switch to Yukari and Mitsuru. After some really serious conversation, Mitsuru's persona Penthesilea will evolve to Artemisia.

Evening

- Free time. Just talk to everybody and check out the rooms if you want; sleep in your room to proceed to the next day.



11/19 (Th) Kyoto Trip Day 3

Daytime

- Fortune rank up event with Ryoji if you agreed to spend with him during the class trip. He will ask you if you can spend time with him on Sunday (11/22)



Evening

- Save your game if you want, then talk to Fuuka to go to the hot springs, then return to your room to get ready.
- Hot spring (fan service) scene. To catch the guys that were hiding, select the following options:
 - I heard it too!
 - Is someone there?!
 - Check the hot-water supply or maple leaves
 - A person, maybe?
 - Let's check ahead first
 - That hollow in that rock!

Otherwise, you can just stop at any time and watch the normal scene between the girls. Congrats, you just gave the guys a free peep show.

11/20 (F) **Kyoto Trip Last Day**

Evening

- You'll be back in the inn afterward. You can give Ken any of the souvenirs you bought (+Justice link)
- Strength, Tower available
- Walk with Kuromaru; Ken may join you (+Justice link)

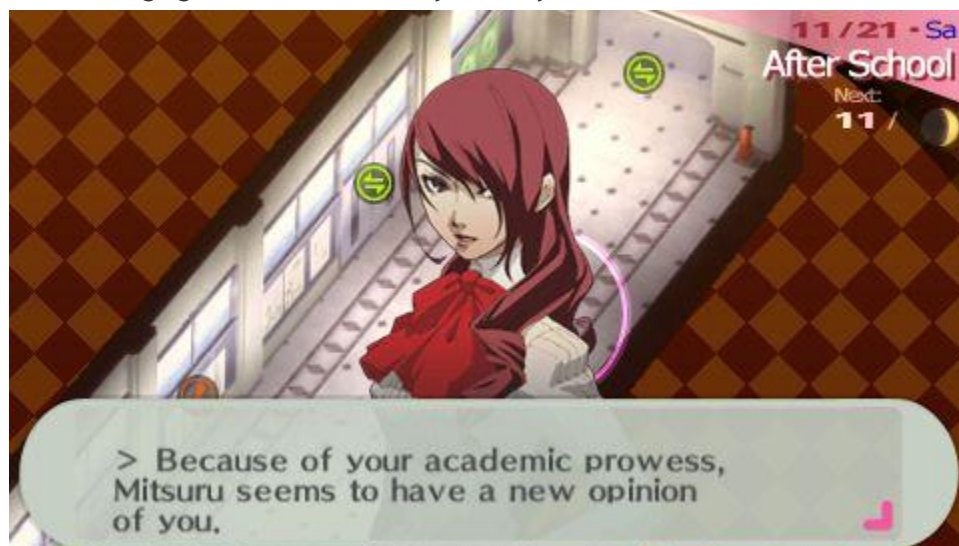
11/21 (Sa)

Morning

- Stay awake to increase academics

After School

- Priestess, Hanged-man available
- If you bought all the drinks back in Kyoto, head to the 1F Laboratory Hallway then exit to where the Persimmon tree is located. Talk to the girl there (she just needs one of the drinks you bought but we got all of them to be safe and to save time) then buy the Oden Juice from her for 5000Y. Deliver it Theo to complete request # 62.
- If your academic level is fully maxed (Genius), you can establish the **Empress social link** by talking to Mitsuru who is hanging out in the 1F Faculty Hallway.



Evening

- **Quest event:** Talk to Ken to obtain the Featherman R toy for request # 67.
- Devil available

Late Night

- Scene with Chidori

11/22 (Su) (Revival Flag 4)

If you agreed to meet up with Ryoji during the afternoon stroll on the last school trip, the game will automatically take you to Chagall Cafe to meet him. Otherwise:

Daytime

- **Tanaka's TV Shopping:** Auto-Mataru, x8 Super Diet Food for 44800Y
- Free time

Evening

- Talk to Junpei for the last "Revival Flag" conversation.
- Tower available; Free time

Dark Hour

Fuuka will wake you up. You will find yourself in the meeting room and the next scenes will follow. Apparently, Chidori will attack you guys. Before deploying, you need to choose your party members. Junpei won't be there though. When ready, talk to Fuuka and commence with the operation.



BOSS: Chidori

Drain: Fire

Str: Dark/Light

This battle is rather easy. You can just order your allies to go on Full Assault and heal as necessary. Chidori also has this innate skill called Spring of Life that restores a good amount of her HP on every turn. Just keep on attacking and heal when needed. Her attacks are fire-based so avoid bringing in characters/ equipping personas weak to against it.



Watch the following scenes including Junpei's near death experience with Strega. Chidori gave him her life force and will confess her love for Junpei. After that really heartbreaking scene, Junpei will acquire Chidori's Spring of Life skill (which works like the passive skill Regeneration) and he will awaken to a new persona called Trismegistos. After the following scenes, the remaining duo of Strega will leave. You will be back to your dorm automatically.

11/23 (M) Labor Thanksgiving Day

Daytime

- Free time

Evening

- Strength available; Free time

11/24 (Tu) Career Experience

Career experience will last for 4 days. The game will automatically skip the days. Your Academics level will significantly increase.

11/27 (F)

After School

- Ryoji will call you over. The Fortune social link will increase during this event. (It should be Rank 7 now if you have accepted Ryoji's previous invitations to hang out.

Evening

- Free time

Note: I have already maxed out the Strength link at this point so I won't know who will accompany Koromaru on his evening walks past this date. It's not really a bad thing since evening contacts are easiest to rank up anyway.

11/28 (Sa)

Early Morning

- Just as you think that there's no one lost in Tartarus for the whole month, you'll receive a call from Theodore informing you about not two, but three missing persons in Tartarus. You need to rescue them all before the next full moon.

After School

- Hanged-man, Empress available

Evening

- Free time after the scene. (Fool social link rank up)
- Devil, Tower available



11/29 (Su)

Early Morning

- Ryoji may invite you out. If you turned down his invitation, free time.

Daytime

- **Tanaka's TV Shopping:** Shoes of Bane, x2 Last Judge for 79800Y
- Free time

Evening

- This will be the good time to visit Tartarus and rescue the three missing persons before the full moon and also finish all your quests. You don't need to reach the top of Tartarus for now; as long as you finish the quests that will expire on 11/30
- Free time

At level 62, Fuuka will learn a very useful skill called **Escape Route**. This will enable your party to be transported back to the entrance of Tartarus. You can use this anytime you want and when you're within the Tartarus only. You select it from the Party Command menu.



Tartarus - 5th Block Harabah (165+)

Apostate Tower - Fire/Agi

Mighty Beast - Light/Hama

Keidin Musha - Light/Hama

Imprudent Maya - Ice/Zio

Crazy Twins - Fire/Agi and Dark/Mudo

Ruinous Idol - Ice/Bufu (Drops Moon Tablets)

(171F) BOSS: Judgement Sword (x3)

Drain: Lightning

Don't use Yukari and Aegis in this fight unless they have anti-elec accessories equipped. I suggest taking in Akihiko, since he is immune against lightning attacks and can provide backup healing as well. Basically, the enemies' attacks are mainly physical and electrical attacks.

Most of the time, they will use buffs to increase their stats then hit you with party affecting spells. The hard part of this battle is when the enemies use group damaging attacks consecutively. Having a persona with electrical resistance/ immunity is a good choice here but consider having a persona with Mediarama or better, Mediarahan. It will help a lot if you take direct command of your team mates and concentrate on one target at a time. Just keep your party's HP above 50% and you should be good. Once you were able to eliminate the first two enemies, then the last one shouldn't be that difficult.



(180F) BOSS: Stasis Giant (x3)

Null: Slash attacks

These set of enemies can be a pain to fight with as well. They also use buffs and group damaging, physical attacks. Just like before, have a backup healer and you take care of the healing, preferably with the help of a persona with Mediarama or Mediarahan. Using attack mirrors in this battle is practically useless since the reflected damage to the bosses is slash damage -which they are immune from.



Though they have no elemental strengths or immunities, I suggest using -dyne attacks against them. It seems that Zidyne deals a bit more damage compared to the other elemental skills of the same caliber. Focus on one target at a time. Just keep your team afloat by keeping their HP near full. Heal when needed, and if you can cast support buffs, don't hesitate to use them as well.

Tartarus - 5th Block Harabah (181+)

Battle Wheel - None

Gracious Cupid - Strike Attacks (Drops Pink Feathers)

Hell Knight - Wind/Garu

Immoral Snake - Piercing attacks, Light/Hama and Dark/Mudo

Juton of Blood - Dark/Mudo

Power Castle - Wind/Garu

Red Sigil - Ice/ Bufu

(190F) BOSS: Phantom King

This boss has no particular weakness. Most of his attacks are all instant deaths. You need to have some Homunculus stocked so that your character has better chances of surviving or equip a persona that can nullify darkness attacks. The best way to avoid that much problem is by getting rid of it quickly by giving it all you got.



11/30 (M) *Quest Deadline*

Morning

- **Pop Quiz:** They did both (+Charm)

After School

- Star, Chariot, Emperor, Hanged available

Evening

- Watch the scene with the team. Free time after that.

Late Night

- If you have talked to Junpei during the revival flag dates, then you'll get an extra scene.

12/1 (Tu)

After School

- Lovers, Empress, Fortune, Temperance, Hermit available. I recommend going out with Fortune since this will be your last chance to do so. If you've been spending time with him whenever he invites you and you've chosen the best conversation replies, then your Fortune social link should be Rank 9 after this. The last rank up event will occur on 12/31

Evening

- Justice, Devil available; Free time

12/2 (W) ~ Full Moon ~

After School

- Chariot, Emperor, Hanged-Man available; Free time

Evening

- Free time. Even its full moon tonight, there isn't a major operation.

Dark Hour

- Watch the scenes. Things about your main character's past will be clearer now and what is Ryoji's relationship with Aigis.



12/3 (Th)

After School

- Mitsuru will inform you guys about the meeting tonight.

Evening

- Ryoji will be at the dorm. He will explain everything and what is waiting. This part of the game is where everything turns serious and dark. You will discover Ryoji's role about the inevitable occurring of The Fall and this being called Nyx. He will give you another option and time to decide. He will ask for your final answer on New Year's Eve, December 31st. This is a shocking revelation for all of you guys and for a long period of time, everybody won't have the reason to visit Tartarus. Free time after the scene.



12/4 (F)

After School

- Free time. Your school contacts might not be around due to the upcoming exams.
- New requests available.

Evening

- Free time.

12/5 (Sa)

After School

- Free time.

Evening

- Free time.

12/6 (Su)

Daytime

- Tanaka's TV Shopping: Growth 3, x2 Ruby for 59800Y
- Free time

Evening

- Free time

12/7 (M)

Morning

- **Pop Quiz:** Ozone (+charm)

After School

- Free time

Evening

- Free time

12/8 (Tu)

After School

- Free time

Evening

- Free time

12/9 (W)

Morning

- Lecture; stay awake to increase academics or doze off to enhance status

After School

- Free time

Evening

- Free time

12/10 (Th)

After School

- Free time

Evening

- Meeting with the team. You should be able to go to Tartarus now. Free time afterward. If you don't have any commitments tonight, you can resume your trek there and try to reach the topmost level.

Tartarus - 5th Block Harabah (191+)

Angry Table - Wind/ Garu and Slash attacks

Curse Dice - Wind/Garu

Daring Gigas - Wind/ Garu (Drops Rainbow Hair)

Desirous Maya - Fire/Agi

Fate Seeker - Piercing, Light/Hama attacks

Pistil Mother - Elec/Zio

(201F) BOSS: Royal Dancer (x3)

These bosses inflicts various status effects extensively. Just keep everybody healed using items and skills and use your best attacks. These bosses doesn't have specific weaknesses or strengths; their HP isn't that high either so if you didn't have problems dealing with the normal enemies before coming up here, then you shouldn't have problems dealing with them as well.



Tartarus - 5th Block Harabah (202+)

Iron Dice - Elec/ zio
 Judgement Sword - Darkness/Mudo
 Mad Cyclops - Light/Hama
 Perpetual Sand - Physical (Drops Sand of Time)
 Prime Magus - Fire/ Agi
 Stasis Giant - Ice/Bufu

(211F) BOSS: Reckoning Dice

Null: Ice

From time to time, this boss will use attack/magic paling. Don't hesitate to take damage after it uses it, just to give it an opening for your other team members to attack. It also uses Megido and other physical attacks. Though it does medium-heavy damage to all your party members, just keep on healing when needed and you should do fine. Take direct command of your allies so increase your chances of winning.



Old Document 08 is located in 214F.

12/11 (F)

Afternoon

- **Pop Quiz:** Cacti (+charm)

After School

- Free time

Evening

- Free time

12/12 (Sa)

Morning

- Lecture; stay awake to increase academics or doze off to enhance status

After School

- Free time

Evening

- Free time

12/13 (Su)

Daytime

- **Tanaka's TV Shopping:** Soma, x4 Umugi Water for 99800Y
- Free time

Evening

- Free time

12/14 (M) Final Exams

12/14 - 1185

12/15 - Oxygen

12/16 - Left-Hand Rule

12/17 - Winter mornings are pleasant

12/18 - Cacti

12/19 (Sa) Last Day of Final Exams

After School

- Empress, Priestess, available; Free time

Evening

- Free time

12/20 (Su)

Daytime

- **Tanaka's TV Shopping:** Mediarahan, x4 Chewing Soul for 200000Y
- Free time

Evening

- Free time

12/21 (M)

Lunchtime

- Results of the exams will be posted. If you aced it, talk to Mitsuru to receive your reward. (**King Card set**)

Afternoon

- **Pop Quiz:** Kido (+Charm)

After School

- Star, Chariot, Priestess, Emperor available; Free time

Evening

- You can take Koromaru for a walk; Ken may join you (+Justice link)
- Free time

12/22 (Tu)

Early Morning

- Call from Theodore; learn about one missing person in Tartarus

Morning

- **Pop Quiz:** Euphoria (+charm)

After School

- Magician, Empress, Lovers, Hermit, Temperance available; Free time

Evening

- You can take Koromaru for a walk; Fuuka may join you (+Priestess link)
- Justice available; Free time

12/23 (W)

Daytime

- You will also see a scene between Aki and Ken. Free time afterward.

Evening

- You can take Koromaru for a walk; Akihiko may join you (+Star link)
- Free time

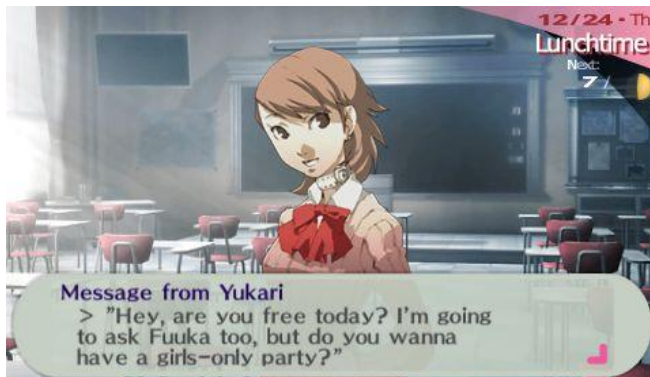
12/24 (Th) Christmas Eve

Morning

- Lecture; stay awake or doze off

Lunchtime

- You'll receive invitations from your friends to spend the new year's eve together. You can only choose one.



After School

- This time period will be spent on your friend(s) who you accepted the invite from. Should you decide to become a lone wolf, this is a free period.

Evening

- You'll still be hanging out with friends so the game will automatically move to the next day. Otherwise, it will be a free period to a loner.

12/25 (F) Christmas Day

After School

- Lovers, Chariot, Temperance, Star, Emperor available; Free time

Evening

- Free time

12/26 (Sa)

This is the last day of the semester. Normal school days will resume on 1/8

Morning

- Lecture; stay awake or doze off

After School

- Empress, Priestess, available

Evening

- You can take Koromaru for a walk (+Strength link). Otherwise, free time

12/27 (Su)

Daytime

- Scene with Fuuka and Junpei
- **Tanaka's TV Shopping:** Diamond, x5 Pearl for 178000Y
- Free time

Evening

- You can take Koromaru for a walk; Junpei may join you. (+Magician link), otherwise, free time

12/28 (M)

Daytime

- Free time

Evening

- Free time. This is also a good chance to go to Tartarus and complete the missions you need to finish. You need to rescue the only missing person for this month as well.

12/29 (Tu) *Quest Deadline*

Daytime

- Free time

Evening

- Justice available; Free time

12/30 (W)

Early Morning

- Conversation with Yukari. You will learn that Aigis is now coming back.

Daytime

- Free time

Evening

- Watch the scene with Aigis' return. Her persona, Palladion will change to Athena. Free time after that.

12/31 (Th) ~ Full Moon ~

Daytime

- Free time.

Evening

- Ryoji will be back as he promised. This is the crucial moment of the game. Here, your decision will affect the ending, literally.



You will need to talk to him in your room. You will have two choices, let Ryoji live or kill him. If you decide to kill him, then that is the easiest way to end the game. The game will automatically take you on Graduation Day with all your memories about your battles and the Dark Hour erased. After some quite “normal” circumstances, you and everybody doesn’t know anything about the inevitable occurrence of the Fall. To continue further in the game and to max his social link, choose the default option to let him live.

In this night, the Fool Arcana will be maxed out and a new social link will be unlocked as well. This is the **Judgement Arcana**. Ryoji will bid you farewell and you will start your New Year.

1/1 (F) New Year

Early morning

- Yukari wakes you up and invites you to visit the shrine.

Daytime

- Read through the conversation between the gals and the boys. After that, talk to everybody if you want, then talk to Mitsuru to leave. Watch the following scenes. You will be back at the dorm automatically.



Evening

- You will get a call from Theo regarding the new floor/block open in Tartarus. You should visit it tonight and start clearing the place. Theo will also mention about a new door that will appear in the entrance of Tartarus. This is called the Paradigm Door. More details regarding that can be found in this [section](#).

Tartarus - 6th Block Adamah

As soon as you enter the 6th block, your Judgement Arcana will increase by one. There are 5 guardians that you must defeat before finally reaching the top level.

Amenti Raven - Elec/ Zio
Bigoted Maya - Fire/ Agi
Death Castle - Wind/ Garu
Death Dice - Ice/ Bufu
Glorious Hand - Physical attacks (Drops Platinum Medal)
Green Sigil - Fire/ Agi
Slaughter Drive - Elec/Zio
Onnen Musha - Fire/ Agi

(220F) BOSS: Noble Seeker x3

This is the first out of the five guardians you need to defeat before the 31st. Avoid using elemental attacks against these enemies and concentrate in taking down one target at a time. Take direct command and assign somebody to take care of the healing. As usual, have someone take care of the healing and attack normally.



(228F)BOSS: Carnal Snake x3

These enemies have really good magic resistance and can quickly drain your party's SP, restricting your offensive and recovery capabilities. Another thing to note is that these guys also cast/use Tetrakarn that will reflect physical damage. Since they don't have weaknesses, These enemies also use Mudoon and some -dyne attacks so revive/ heal as often as needed. The battle could be easy or disastrous, depending on your party's composition. If you are having problems, load the game again, then try bringing party members that can provide support or buffs.

After defeating the bosses, your Judgment social link will increase by one. Continue upstairs to find more and new enemies.

Daring Gigas (LV70) - Wind/ Garu

Doom Sword - Ice/ Bufu

Light Balance - Elec/ Zio

Infinite Sand - Ice/ Bufu

Royal Dancer - no weakness (Rpl Wind, Null Light and Dark)

Silver Dice - Dark (Null Phys, Dark)

(236F)BOSS: World Balance

This boss can be pretty annoying. Though it doesn't have specific weaknesses, its attacks are always party based so make sure someone has the capability to use Mediarama/han. You can use a Magic Mirror if you want but that won't be a good idea since it will start using Medigolaon on every turn. Unless you have a strong healer, do not attempt to use a magic mirror. To further help you in battle, use support skills like buffs or the ones that lower the enemy's stats.



After defeating the boss, your Judgement Arcana link will increase by one. Continue upstairs to find more and new enemies.

Devious Maya - Elec/Zio
 Eternal Eagle - Dark/ Mudo
 Nemean Beast - Dark/ Mudo
 Jotun of Evil - Physical attacks
 Wicked Turret - Elec/Zio
 Carnal Snake - Ice/ Bufu
 Emperor Beetle - Strike Attacks
 Fierce Cyclops - No weakness; Drains Slash and Fire attacks
 Harmony Giant - Ice
 Platinum Dice - Elec/ Zio
 Wrathful Book - Fire/ Agi

(244F)BOSS: Fierce Cyclops x3

Null: Elec

Str: Fire, Physical attacks

Use your most powerful magical attacks here except Elec. Also since these enemies can cast party targeting spells, check your party's HP and maintain it above 80% always. Bufudyne and Garudyne deals a bit more damage compared to other spells so make sure you use them if you can. Watch out when they start to power charge; there will always be a high probability that they can kill your characters in one hit after power charging. Also, when they have very low HP remaining, they will use a suicide attack called Last Resort that deals medium-heavy damage to all your party members. Just outlast the battle by healing often and attacking one target at a time.



After defeating the bosses, your Judgement Arcana link will increase by one.

(252F)BOSS: Jotun of Grief

Null: Elec, Wind, Strike

Drn: Fire, Ice

So all magical attacks doesn't work. Good thing, piercing attacks can affect this boss. If you want, you can bring in Ken, Aigis and Yukari in this battle. If you can cast non-elemental spells such as Megido, do so. Also, you can nullify the enemy's resistance by using -Break skills. If you have a persona that can do that, use it. If not, your allies should be able to cast it - though it also depends if their levels are high enough to learn them. This boss also uses Megidolaon which is practically a party-based attack so keep your party afloat by healing often. This boss is not that hard as long as your party can deal damage and past through its defenses.

After defeating the boss, your Judgement Arcana link will increase by one. Congratulations! You have just defeated all the five guardians blocking the path towards Tartarus' top floor. Continue up until you reach the highest floor you can reach for now. Here, your Judgement Arcana will be automatically maxed out. The path won't be open until Jan 31st so you don't have any choice but to go down. You can try the different challenges in the Paradigm Door if you want; if you want to try it later, just return to the dorm for now.

1/2 (Sa)

Daytime

- Free time

Evening

- Free time

1/3 (Su)

Daytime

- Free time

Evening

- Free time

Starting the very first Sunday of January, you won't be able to order anything from Tanaka's home shopping network anymore.

1/4 (M)

Daytime

- Free time

Evening

- Free time

1/5 (Tu)

Daytime

- Free time

Evening

- Justice available; Free time

1/6 (W)

Daytime

- Free time

Evening

- Free time

1/7 (Th) Last Day of Winter Vacation

Daytime

- Free time

Evening

- Free time

1/8 (F)

Morning

- **Pop Quiz:** It's wrong (+charm)

After School

- Junpei will invite you to the rooftop for some serious talk. Free time after that.
- Talk to Aigis to unlock the AEON social link; Star available

Evening

- Free time

1/9 (Sa)

After School

- Aeon, Empress available

Evening

- Free time

1/10 (Su)

Daytime

- Free time

Evening

- Free time

1/11 (M) Coming of Age Day

Daytime

- Free time

Evening

- Free time

1/12 (Tu)

Afternoon

- Lecture; stay awake or Doze off

After School

- Empress available

Evening

- You will go Hagakure with the team. Free time after that.

1/13 (W)

After School

- Aeon available

Evening

- Free time

1/14 (Th)

After School

- Empress available

Evening

- Free time

1/15 (F)

Early Morning

- Receive a call from Theo informing you about two missing persons in Tartarus.

Afternoon

- Lecture; stay awake or doze off

After School

- Star, Empress available

Evening

- Free time

1/16 (Sa)

After School

- Aeon, Empress available

Evening

- You can take Koromaru for a walk; Mitsuru may join you. (+Empress link) Otherwise, free time

1/17 (Su)

Daytime

- Free time

Evening

- Free time

1/18 (M)

Morning

- Pop Quiz: Circe (+charm)

After School

- Aeon available

Evening

- Free time

1/19 (Tu)

After School

- Empress available

Evening

- Free time

1/20 (W)

After School

- Aeon available

Evening

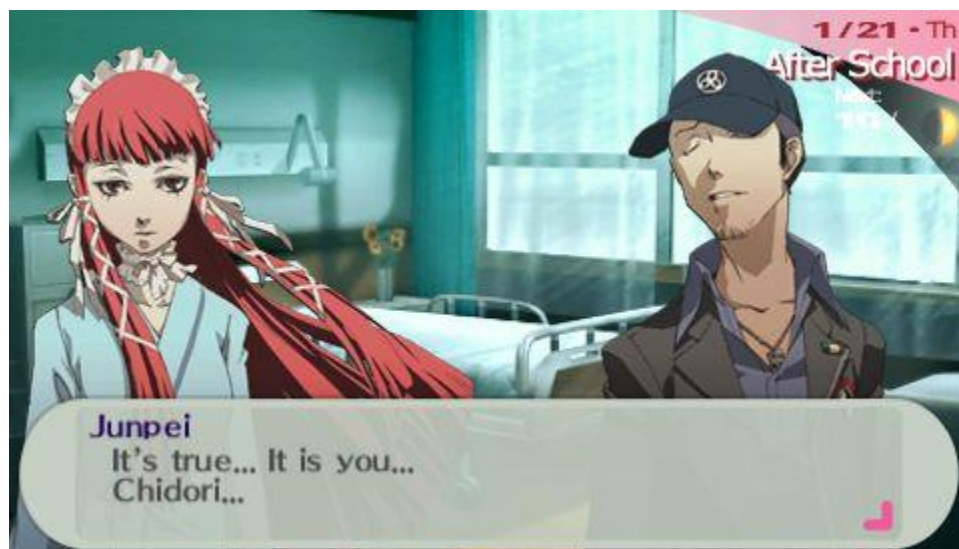
- Free time

1/21 (Th) Chidori's Rebirth

This extra event will only be available if you talked to Junpei on selected dates and encouraged him to see Chidori.

After School

- Mitsuru will ask you to come with her to the student council. Watch the following events regarding Chidori's revival.



Evening

- Free time

1/22 (F)

Afternoon

- Lecture; stay awake or doze off

After School

- Aeon available

Evening

- Free time

1/23 (Sa)

After School

- Aeon, Empress available

Evening

- You will be reminded that once you enter the Tartarus on the 31st, you can't leave until all the battles are over. Make the necessary preparations as you see fit.

1/24 (Su)

Daytime

- Free time

Evening

- Free time

1/25 (M)

This is the last week... until the Promised Day. I suggest saving a backup now in case you realize that you still need to do something. Make sure that you buy the strongest equipment for your party members.

Afternoon

- Lecture; stay awake or doze off

After School

- Career orientation with your class advisor. Scene with Aigis. Free time after that.

Evening

- Free time

1/26 (Tu)

After School

- Empress, Aeon available

Evening

- Free time

1/27 (W)

After School

- Aeon available

Evening

- Free time

1/28 (Th)

Afternoon

- Lecture; stay awake or doze off

After School

- Empress, Aeon available

Evening

- Free time

1/29 (F)

After School

- Aeon available

Evening

- You may take Koromaru for walk. Everybody will join you. Otherwise, free time.

1/30 (Sa)

After School

- Aeon, Empress available

Evening

- Free time. This is ideal time to make your final preparations, especially buying/selling items and supplies.



1/31 (Su) PROMISED DAY

Daytime

- Free time until dark. If you're fully prepared, just sleep until evening.

Evening

- Team will have their last meeting. Also, they promised each other that they will still remember everything even if the Dark Hour is gone. After that, you can talk to everybody if you like. You can still go out if you still have last minute preparations. And you can still save your game in the lounge. Talk to Mitsuru to head out and start the operation.

Choose your party members and make sure you give them the best equipment you have acquired. If you want, you can register all your Personas first. As you have noticed, there is another door here called [Heaven's Door](#).



This is a great place to farm experience and obtain exceptionally rare and powerful equipment. The enemies here are extremely powerful and high-leveled so always save before exploring this area. Though you really need to be at least LV90 above to fully navigate the whole 10 floors of Monad, The top floor contains a 1 million Yen chest. If you are just planning to farm experience, stay at the bottom floor. If you are starting at a rather low level, then I suggest saving after every battle or two. You will never know what will happen next. Note that the enemies here have a good combination of strengths and weaknesses so you need to have really high leveled personas here to do the trick. If your level is too low to fuse the ultimate personas, including the elusive Orpheus Telos or Messiah, you can rely on Alice for her Die for Me! skill. However, you still need to use other high level attacks such as -dyne skills. You can reach level 99 in just a few short days. If you want to stay safe, you can order your allies to attack all shadows and you take care of the healing from a distance. If you want to level up your personas to get their skill cards and equipment, this is also the best place to do it.

Save first, when ready take the portal to the latest terminal you have reached. (252F) Continue further floors up. You still need to wade through enemies and look for the stairs on each floor. The first target is on the 258th Floor. If all your party members are maxed out, then just split up to look for items and the stairs since the enemies will just run away from you. Activate the terminal in 258F, go back down and save. Now go upstairs when ready.

BOSS: Jin (LV74)

Null: Light and Dark

Rpl: Fire

Nothing much about this boss. If your level is high enough, then you don't need to worry about him. Jin has fire attacks but those doesn't deal considerable damage to be alarmed off. If you want to make sure, bring along Koromaru and Junpei to ensure your victory. Just attack normally and he should go down after a few turns. You will have further conversation with Jin before he dies.



After the short scene, you can proceed upstairs. Like before, you still need to clear a few basic floors before reaching the next terminal. Takaya is waiting at the 262nd floor. Before facing Takaya, you will have the option to change your members. Activate the terminal here also and save if you want. When ready, head upstairs to face him.

BOSS: Takaya LV75

Null: Dark

Rpl: Light

Like Jin, Takaya is also a giveaway battle. He has high defense and HP compared to Jin and his attacks are not bad either. You will have a hard time defeating him if you are around at his level. Since all my characters are maxed out, this battle is a breeze. His attacks are almost the same when you fought him the last time, though he have some new moves on his sleeve.



After the battle, continue upstairs or backtrack to the portal and save. There is also an access point upstairs but it is up to you. This is the last part of Tartarus.

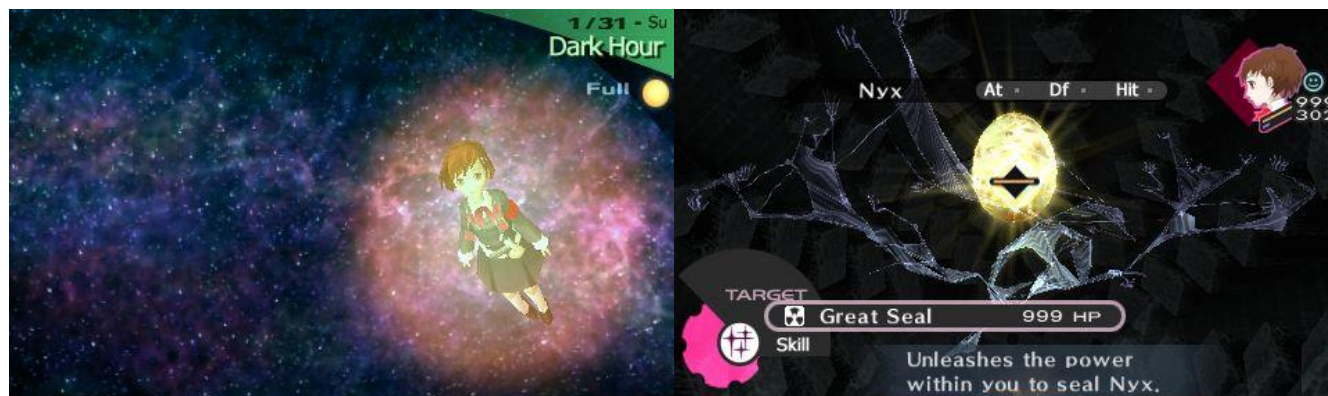
BOSS: Nyx Avatar LV76

So here it is, the final boss. Don't be intimidated by its size. Last bosses are often large, ugly and menacing. This boss has the ability to change Arcanas; that means that his attributes, strengths and weaknesses change after shifting Arcanas. At max level, you will just laugh off his attacks though he can still kill your guys with Mudo and Hama skills. Just use Balm of Life to revive them at full health. Your consumable items won't be carried over when you start a new game anyways. You will problems defeating this boss if you are just around its level. Nyx Avatar attacks twice each turn, not to mention that he has group damaging attacks. It so inflicts different status effects so have a good number of recovery items ready. Nyx Avatar will undergo several Arcana shifts, with all the main Arcanas. After that, it will shift into its true avatar, Death...



Consider this as its "true form". Its defense and attacks have increased considerably and its attacks will hit harder. But its nothing to worry about if you are maxed out. Now, beware when it uses the unique skill **Moonless Gown**. This barrier repels ALL kinds of attacks to the attacker/user. You need to order your allies to be on standby while Moonless Gown is active. Otherwise, they will just kill themselves. Sometimes Nyx activates Moonless Gown AFTER your turn which means it will be too late to order your allies to standby; that's why direct command is necessary. Moonless Gown usually stays active for 2-3 turns. Don't waste too much time or opportunity. Once it lifts, quickly order your allies to attack. Yet be aware that Nyx will bring it up again. That could be the hard part of this battle. Keep whittling its HP with your attacks whenever the Moonless Gown is down. Once its life becomes critical, it will use a devastating attack called **Night Queen**. It inflicts different status effects and deals severe damage to all members. Just consider it as Nyx's last attempt to kill you guys off. Just continue attacking until he is finished. You can immediately recover from this attack if you have a persona with Salvation. Don't celebrate yet; watch the following scenes and the true enemy emerges.

You will find yourself back in the Velvet room. Here Igor will help you for the last time, and will invoke you with the power of all those people whom you maxed your social links with. After that and a few more scenes, you will need to face the "true" Nyx.. Don't worry, this is a scripted battle. You will win. Don't mind the tremendous attacks unleashed by Nyx. Just skip your turns, and your friends will give you strength until you have full strength. Once full, use the Great Seal (which will be the only action you can do) to end the battle. Watch the remaining scenes.



3/3 (W)

Your life will be back to normal. You still go to school but you can do limited things only. You can talk to your friends and social link contacts. Just save, sleep until the 5th.

3/5 (F) Graduation Day

Aigis will remember and will tell you about it. Now watch the last few heartwarming scenes



Congratulations for finishing the journey!

Post-Game

After the credits, you will be prompted to save your clear data. If you still wish to play the old data, don't overwrite it with a cleared save game. There are some things that will be carried over when you start a new game.

- All equipment will be carried over, including the ones you and your party equipped during the last battle. That includes the costumes, fused weapons, rare equipment and accessories from persona hearts.
- Consumable items won't be carried over. Special items such as those given to you by your friends after maxing their social links will be carried over instead. Rare weapons needed to complete some of Theo's requests will be carried over as well (as long as they are in your inventory)
- All your Yen/money will be carried over. That means you could start the game as a millionaire... Maximum amount of money you can carry is 9,999,999 only.
- All registered personas in the compendium will be carried over. So it is possible to have a high level persona early in the game.
- Your level, HP, MP and attributes will be carried over as well. That means you can immediately establish social links that have specific academics, charm and courage requirements. The levels of your teammates will reset to default.
- The shops (pharmacy and police station) will be selling all the items you have unlocked. In case you sold the old equipments of your party members, you can buy high level armors and weapons for them at the start of the game. Equipment for Aigis, Ken and Koro will be available once you they join your team.
- Social links will be reset to default.
- Gameplay time will be reset to default
- The Paradigm Door and Heaven's Door will be available as early as 4/22. Since you have cash and persona compendium carried over, its possible to withdraw your best persona and start level grinding in the first floor of Heaven's Door.

Locations

This section will cover all the places that you can visit during your free time. Some establishments are accessible only during certain events and times of the day.

Paulownia Mall

Paulownia Mall is the only place open at night. Here you can find several shops where you can purchase necessary items when exploring Tartarus.

- **Club Escapade** - Opens only at night. Aside from the story events that takes place here, there is nothing worthwhile to be done in this establishment.
 - **Chagall Cafe** - Open during day and night. Stay here as a costumer to greatly increase your charm. (Pheromone Coffee - 500Y) Crowded during Mondays. You can work here during Monday, Tuesday and Wednesday nights to increase Charm and Courage and to get 2500Y.
 - **Be Blue V** - In the PS2 version of the game, this is a shop where you can buy accessories. However, in P3P, its a health/beauty center that will improve your condition (from Tired to Good, Good to Great) by spending your After School period. You can also work here part-time from Mondays to Fridays to increase your Academics and Charm. You'll earn 3500y from working here.
 - **Police Station** - This is where you can buy your weapons, armors and accessories. It gets a new inventory every now and then so check it often and make sure your party is outfitted with the best gears you can afford especially when exploring new areas of Tartarus. It is also open at night. Discounts on Mondays.
 - **Back Alley** - This is your alternate entrance to the Velvet Room.
 - **Shinshoudo Antiques** - Opens on 6/9 (Right after rescuing Fuuka) This is the antique shop where you can trade your gems (enemy drops) for Persona-enhancing cards, some rare items and fuse weapons. Opens daily until evening.
 - **Aohige Pharmacy** - The pharmacy is where you can purchase recovery items and different status removal items. Opens daily until evening. Discounts on Saturdays!
 - **Power Records** - Music store. Accessible only during story scenes.
 - **Mandragora** - This karaoke bar is where you can increase your courage for 800 yen. However, it will be full from Friday to Sunday.
 - **Game Panic** - In P3P, you can play the crane machine to win either a Ganesha Bank or Jack Frost Doll. These are used as gifts during your social link sequences. Also, you can play different games in Game Panic to increase your attributes or your equipped persona's stats. Remember that attribute boosts you can get from playing these games are greater than the boosts you'll get by spending time in Mandragora or in Chagall Cafe as a costumer. That said, for example if you're free on Friday evening (and if you have the cash) you may want to spend it playing Horror House than to spend it on Mandragora Karaoke. The same goes during Thursdays when it will be more beneficial spending your evening playing Print Club than going in as a costumer in Chagall Cafe.
- The games available per day are found below:

| | |
|---------------|-------------------|
| Print Club | 1500 (+ Charm) |
| Punching Bag | 2000 (+ Strength) |
| Horror House | 3000 (+courage) |
| Mole Whackers | 2000 (+ Speed) |
| Quiz game | 3000 (+academics) |
| Lucky Fortune | 2000 (+Magic) |

| | |
|-----------|--|
| Monday | Print Club, Punching Bag |
| Tuesday | Horror House, Mole Whackers |
| Wednesday | Quiz Game, Lucky Fortune |
| Thursday | Print Club, Punching Bag |
| Friday | Horror House, Mole Whackers |
| Saturday | Quiz Game, Lucky Fortune |
| Sunday | Punching Bag, Mole Whackers, Lucky Fortune |

Port Island Station

Port Island station is the station nearest to your school. Some of the sidequests will require you to visit particular spots across the station. (These requests will be covered in a separate section of this guide.)

- **Screen Shot** - The only movie theater in the area. The attributes that will increase when you visit this establishment depends on the movie marathon that is shown in the theater. (1500Y) You can also work here part time to increase two attributes and earn some money as well (Sunday) (+academics & +courage, 5000Y)

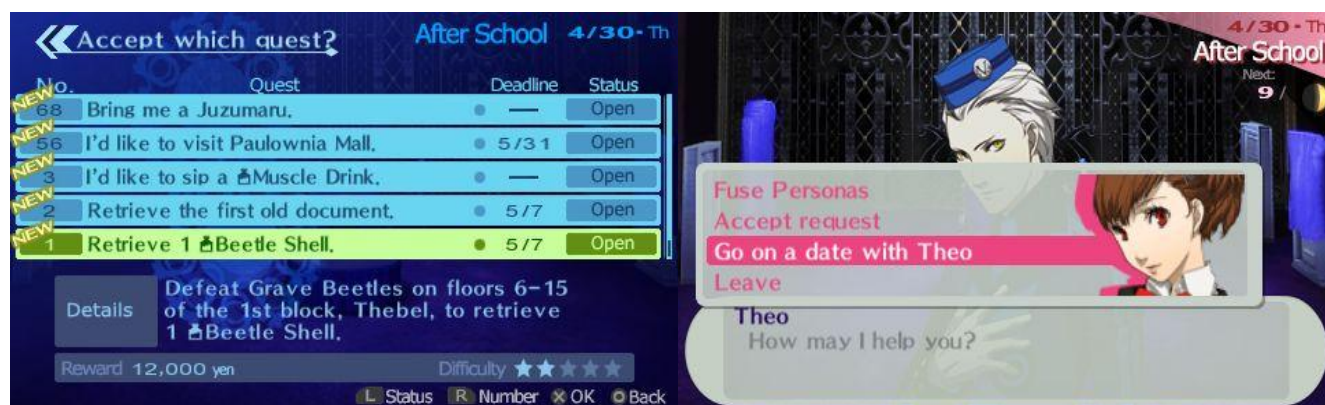
Iwatodai Strip Mall

- **Wild-Duck Burger** - Eat the specialty here for 500 yen to increase your courage
- **Bookworms Used Books** - this is where the Old Couple (Hierophant Arcana) is staying.
- **Waketsu Restaurant** - Eat the Prodigy Platter for 680y to increase your academics
- **Hagakure Ramen** - Eat the Tuna here for 900Y to increase your charm.

Naganaki Shrine

The Shrine is where you can check your fortune and make some offerings to increase your academics. If you make an offering here when your condition is “Great”, the boost will be much higher. When checking your fortune, you can increase your closeness to any of your social links. This is great for catching up with contacts with difficult schedules. You can also fix reversed social links here as well. A new feature in P3P is the Inari shrine where you can deposit a skill card and have it duplicated after 5 days.

Theo's Requests



These requests are the only sidequests available in the game. Completing them will reward you with rare and powerful items/equipment. Some requests have time restrictions/ deadlines while most of them can be taken and completed anytime. You can only have three active quests at a time.

Requests come in different flavors. The time restricted requests can be completed only within a certain amount of time, normally before the next full moon comes. Most of them require you to collect items dropped by shadows or obtain the old documents. For requests that require you to collect item drops from Shadows, you need to accept the request first; otherwise, those specific enemies will just drop normal items. The opposite is true if you still haven't surrendered the collected items to Theo to close the request. Even if you have met your quota for that requested item, as long as the request is still active, you will still continue to receive the special item dropped by those enemies - which are pretty useless since they don't sell that much in shops. Remember that a request must be accepted first before the needed events take place. The new requests consists of after-school “dates” with Theo and talking to dorm mates on specific dates to acquire the requested items. The requests are not Theo's verbatim or how exactly you can see it from the game. I took the liberty of summing it up to make it easier to understand.

1. RETRIEVE (1) BEETLE SHELL FROM GRAVE BEETLES IN FLOORS 6-15, 1ST BLOCK THEBEL

Deadline: 05/07

Difficulty: *

Reward: 12000 yen

TIP: Look for small shadows. As mentioned in the game, the size of the shadow pertains how many enemies are inside it. Grave Beetles are always alone so look for the smallest shadows and battle them on the specified floors. They can be powerful but they pack a bit more experience compared to the normal enemies you face. Use Garu (wind) against it to win without any hassles. As long as the request is still active, all grave beetles you'll encounter will only drop beetle shells

2. RETRIEVE THE FIRST OLD DOCUMENT IN THE TOP OF TARTARUS, 1ST BLOCK, THEBEL.

Deadline: 05/07

Difficulty: *

Reward: Bead Chain x1

TIP: You just need to get past through the guardian (Rampage Drive) of this block by defeating it. You'll find the document once you reached the top (16F). Refer to the main walkthrough for tips on how to defeat this boss.

3. OBTAIN MUSCLE DRINK THEN GIVE IT TO THEO.

Deadline: NONE

Difficulty: *

Reward: Angora Sweater

TIP: You can immediately complete this request since Muscle Drinks are normal items in chests. If you don't have it, you can buy it from the Pharmacy inside the Paulownia Mall.

4. DEFEAT PHANTOM MAGES ON FLOORS 17-24 OF 2ND BLOCK, ARQA AND RETRIEVE (3) OLD LANTERNS

Deadline: 06/06

Difficulty: **

Reward: Umugi Water x2

TIP: You need to have this request active otherwise these enemies will drop their normal loot and not the lanterns. These are drops from uncommon enemies called Phantom Mages. They usually appear by two's and sometimes associated with other shadows. Just hunt shadows down and you should be able to encounter them easily

5. RETRIEVE THE SECOND OLD DOCUMENT

Deadline: 06/06

Difficulty: **

Reward: Recarm

TIP: You can get the second document without taking this quest. Like the first one, you need to defeat the guardian first which is located in the 36th floor. The old document is four floors up, in 40F Arqa. Refer to the main walkthrough for tips on how to defeat this boss.

6. CREATE JACK FROST WITH (HEALING SKILL) DIA.

Deadline: NONE

Difficulty: ***

Reward: Battle Panties

TIP: Combine Pixie and Unicorn. Note that if Dia doesn't appear to be inherited in the preview screen, cancel out of the fusion and select the parent personas again until you get the skill you wanted.

7. DEFEAT THE WEALTH HAND IN THE 1ST BLOCK, THEBEL AND RETRIEVE (1) LEAD MEDAL

Deadline: NONE

Difficulty: ****

Reward: Toy Bow

TIP: This is a drop from a rare enemy, called the Wealth Hand. You need this quest active otherwise, it will drop a treasure coin instead. It is found in Thebel but occasionally appears in the upper floors. Look for those gold/yellow colored shadows. Be wary though; they will run away and disappear once they see you. It's better to sneak from behind and attack them. These critters are weak against random physical attacks.

8. CREATE A VALKYRIE WITH THE SUPPORT SKILL, TARUKAJA

Deadline: NONE

Difficulty: ***

Reward: Torn Black Cloth (to create Pale Rider)

TIP: Combine Forneus and Yomotsu Shikome and “shuffle” them until you get the desired skill.

9. RETRIEVE 5 BRONZE FIGURINES

Deadline: 07/05

Difficulty: **

Reward: Sigma Drive

TIP: Defeat Bronze Dice on floors 41-46 until you collect enough. These are pretty uncommon enemies so expect to make several trips on the designated floors. To make sure, engage all medium-sized shadows you find. Just a reminder, these guys don't always drop the figurines so this may take another run depending on your party's stamina.

10. DEFEAT THE (RED/STRONG) LUSTFUL SNAKES IN THE 2ND BLOCK, ARQA AND RETRIEVE (3) SNAKE SCALES

Deadline: 07/05

Difficulty: ***

Reward: 46,000 yen

TIP: you will need to find those uncommon strong enemies (glowing pink) and defeat them. They are tough but give a good amount of experience too. Use Ice attacks against them.

11. RETRIEVE THE THIRD OLD DOCUMENT.

Deadline: 07/05

Difficulty: **

Reward: 50,000y

TIP: Just like the first two old documents, these are located the top floor of the previous blocks, you need to defeat the guardian to proceed. This is on floor 64. Refer to the main walkthrough for tips on how to defeat this boss.

12. RETRIEVE (1) GOOGLE-EYED IDOL

Deadline: None

Difficulty: **

Reward: Winter Outfit Mitsuru

TIP: The Google-Eyed idol can be acquired from the Antique Shop. Just trade 2 Turquoises for it. Turquoises are normal enemy drops from Phantom Mages; you should have collected enough from your last expedition in Tartarus.

13. RETRIEVE SHELL OF A MAN

Deadline: None

Difficulty: *

Reward: Beam Naginata

TIP: After school, go to the Laboratory hallway and enter the Laboratory. You will get the Anatomical Model. Surrender it to Theo to close the request.

14. DEFEAT THE TREASURE HAND IN 2ND BLOCK, ARQA AND RETRIEVE 1 STEEL MEDAL

Deadline: None

Difficulty: ****

Reward: Spiked Bat

TIP: Like the wealth hand, this rare monster belongs to the same family of golden, hand-shaped shadows. They appear occasionally on any floors of the specified block and they will flee as soon as they get sight of you. As usual, sneak up behind for the kill. They seem to spawn commonly between floors 36 or 39. (On my first run, I've encountered one per floor)

15. CREATE AN OBERON (LV17+)

Deadline: None

Difficulty: **

Reward: Winter Outfit Akihiko

TIP: Oberon is an Emperor persona. That means you need to fuse any of the following personas.

- Magician + Justice/ Fortune/ Lovers
- Empress + Justice
- Hierophant + Chariot/ Fortune
- Hermit + Fortune

Note that the available personas under those Arcanas should suffice in creating an Oberon. If your Student Council social link is high enough to get the resulting Oberon to LV17, then that is good. Otherwise, you may need to use him on your battles to level him up sufficiently. If you don't want to get Oberon via Fusion, it can be won as a reward (Shuffle Time) during enemy encounters in the lower floors (40F+)

16. BRING A STRONG MEDICINE TO THEO

Deadline: None

Difficulty: ***

Reward: Balm of Life x1

TIP: It is easier to do this when after a major operation or after you have explored tartarus. Once tired, visit the school nurse immediately. Don't drink the concoction and he will give you the medicine instead.

17. BRING Theo A SONG THAT IS ASSOCIATED WITH YOUR SCHOOL (FUNKY SCHOOL MUSIC)

Deadline: None

Difficulty: *

Reward: Orange Cutsew

TIP: Enter the PA room (just across your homeroom) and obtain the Gekkoukan Boogie. Bring it to Theo to complete the request.

18. DEFEAT CREATION RELICS ON FLOORS 65-77 OF THE 3RD BLOCK, YABBASHAH TO RETRIEVE 5 RELIC FRAGMENTS

Deadline: 08/04

Difficulty: **

Reward: Land Badge

TIP: These enemies are weak to Mudo/ Darkness attacks. They are common enemies so you can definitely get 5 fragments easily.

19. DEFEAT THE (RED-GLOWING) WILD DRIVES IN THE 3RD BLOCK, YABBASHAH TO RETRIEVE 3 GREASY GEARS

Deadline: 08/04

Difficulty: ***

Reward: King of Wands

TIP: Just like those other "strong" monsters, you can quickly spot them since they are glowing red/pink. Be careful not to let your guard down when facing these enemies. They can whack you up real good if you'd let them. Use Zio/Electric attacks to defeat them easily.

20. RETRIEVE THE FOURTH OLD DOCUMENT

Deadline: 08/04

Difficulty: **

Reward: Fast Retreat

TIP: Defeat the guardian on the 85th floor. Find the old document in the 89th floor. (refer to the main walkthrough)

21. DEFEAT THE SUPREME HAND IN 3RD BLOCK, YABBASHAH AND RETRIEVE 1 BRONZE MEDAL

Deadline: None

Difficulty: ***

Reward: Lacross Stick

TIP: Just activate this quest then hunt down those yellow shadows in the 3rd block.

22. CREATE VETALA WITH THE FIRE SKILL, MARAGI

Deadline: None

Difficulty: ***

Reward: Sugar Key (King Frost)

TIP: Vetala is a Devil persona. I've used Hua Po and Aries for my combination to complete this quest. Just "refresh" the combination if you can't inherit the skill. You can use other combinations to produce Vetala, even if the parent personas don't have the Maragi skill. You can just use the Maragi skill card you acquired for completing request #68. If you want, you can duplicate the Maragi skill card first by praying to the Inari deity in Nagasaki Shrine.

23. CREATE ORTHUS WITH THE SKILL DODGE SLASH

Deadline: None

Difficulty: ***

Reward: Winter Outfit Yukari

TIP: Valkyrie has the Dodge Slash skill by default. Fuse it using the Triangle Spread with Queen Mab and Ares and shuffle the skills until the resulting Orthus has inherited the skill.

24. DEFEAT SHOUTING TIARAS ON FLOORS 102-113 OF THE 3RD BLOCK HABBASHAH TO RETRIEVE 5 TIARA'S HAIR

Deadline: 09/03

Difficulty: ***

Reward: Attack Mirror x1

TIP: Find them as normal enemies on the specified floors. Use Ice/Bufu attacks to defeat them easily.

25. DEFEAT (RED/STRONG) CHAMPION KNIGHTS ON THE 3RD BLOCK YABBASHAH TO RETRIEVE 4 KNIGHT'S REINS.

Deadline: 09/03

Difficulty: ***

Reward: Greaves of Dawn

TIP: Use wind attacks against these strong enemies.

26. RETRIEVE THE 5TH OLD DOCUMENT

Deadline: 09/03

Difficulty: **

Reward: 120,000 Yen

TIP: You need to defeat the guardian on 110F. The old document is located @ the 114th floor.

27. RETRIEVE PLATINUM WATCH

Deadline: None

Difficulty: **

Reward: Summer Outfit Mitsuru

TIP: You can buy this accessory from the police station for 16,000Y. You can get it a bit cheaper by buying it on a Monday.

28. FIND A DRINK THAT SHARES THE NAME OF THEO'S SISTER

Deadline: None

Difficulty: ***

Reward: Summer Outfit Junpei

TIP: (Rank 5 charm required) Visit Port Island station. Go to its suburbs/ alley and enter the shady bar (Que Sera Sera) downstairs. After some conversation you will receive the drink named Queen Theo. Bring it to Theo to complete the quest.

29. CREATE OUMITSUNU LV33+

Deadline: None

Difficulty: ***

Reward: Machine Core

TIP: Oumitsunu is a Chariot-type persona. To get it, fuse a Hiero persona to a Hermit or Emperor or Justice. If your rank with Rio is high enough (at least Rank 6), you can get it easily to level 33 due to the bonus experience the social link will provide.

30. RETRIEVE HOMUNCULUS

Deadline: None

Difficulty: **

Reward: Winter Outfit Junpei

TIP: You can trade one from the antique shop. (Diamond + Sapphire). You can also get this from chests in Tartarus, specially those available after defeating the bosses in the upper floors. The earliest you can get is in the 3rd Block, 85F, after defeating the Fanatic Tower.

31. BRING Theo A BEAUTIFUL TILE.

Deadline: None

Difficulty: **

Reward: Summer Outfit Akihiko

TIP: (Max Courage Needed) Go back to Port Island alleys, where you obtained the Queen Theo drink. Enter the large building beside it instead. Beat the gambler in a game of rock-paper-scissors to obtain the Mahjong Tile. If he wins, just keep trying until he loses. Bring it to Theo to complete request.

32. DEFEAT THE OPULENT HAND IN 4TH BLOCK, TZIAH AND RETRIEVE 1 SILVER MEDAL

Deadline: None

Difficulty: ***

Reward: Bone

TIP: Just activate this quest then hunt down those gold shadows in the 4th block.

33. DEFEAT ELEGANT MOTHERS ON FLOORS 126-138 OF THE 4TH BLOCK, TZIAH AND OBTAIN 5 EMPRESS MIRRORS.

Deadline: 10/02

Difficulty: ***

Reward: Quick Pumps

TIP: Use Mudo/Darkness attacks or Zio/Electric to defeat these enemies.

34. DEFEAT HAKUROU MUSHAS IN THE 4TH BLOCK, TZIAH AND OBTAIN 3 GOLD HANGUARDS.

Deadline: 10/02

Difficulty: ****

Reward: Bus Stop Sign

TIP: Hunt those shadows with a red glow. Use Light/ Hama attacks to defeat them easily.

35. RETRIEVE THE 6TH OLD DOCUMENT

Deadline: 10/02

Difficulty: **

Reward: Bead

TIP: Defeat the guardian first on 135th floor then get the document on the 139th Floor

36. CREATE BLACK FROST

Deadline: None

Difficulty: ***

Reward: Baseball Jersey

TIP: You need to wait until you can fuse up to four personas. Fuse King Frost + Jack Frost + Pyro Jack + Queen Mab to get this persona.

37. BRING 3 JACK FROST DOLLS TO THEO

Deadline: None

Difficulty: **

Reward: Jack's Gloves

TIP: You can get the jack frost as a prize from the crane game in Game Panic. Since winning in the crane game takes luck, money and patience, I suggest reloading the game if you haven't won a doll after 10 tries (Y2000) then try again until you win 3.

38. BRING SUSHI TO THEO

Deadline: None

Difficulty: ***

Reward: Scrub Brush

TIP: (Max academics required) Visit Naganaki Shrine. Checkout the smaller altar near the big tree. An old lady will approach you and after a small talk, you will obtain the Inari Sushi. Bring it to Theo to complete the request.

39. DEFEAT WONDROUS MAGI ON FLOORS 151-159 ON THE 4TH BLOCK TZIAH AND RETRIEVE 3 GOLD RINGS

Deadline: 11/01

Difficulty: ***

Reward: 340,000 yen

TIP: Use Agi/ Fire skills to defeat them easily.

40. RETRIEVE 2 RED ARMOR PLATES BY DEFEATING SCARLET TURRETS (RED/STRONG) IN THE 4TH BLOCK, TZIAH

Deadline: 11/01

Difficulty: ***

Reward: Spirit Bracers

TIP: Use Zio/ Electric attacks to defeat these enemies.

41. RETRIEVE THE 7TH OLD DOCUMENT

Deadline: 11/01

Difficulty: **

Reward: Megidolaon Gem

TIP: Defeat the guardian located in 160F. Find the document on 164F

42. CREATE GIRIMEHKALA

Deadline: None

Difficulty:****

Reward: Marionette (To create Nebiros)

TIP: This is a moon Persona. Fuse the following: Gurr + Rangda + Vetala + Taraka (Cross Spread)

43. CREATE DAISOJOU

Deadline: None

Difficulty:****

Reward: Winter Outfit Ken

TIP: Fuse the following personas: (Pentagon Spread only) Mithra + Ara-Mitama + Kusi-Mitama + Saki- Mitama + Nigi-Mitama (LV53)

44. DEFEAT GRACIOUS CUPIDS ON FLOORS 181-190 ON THE 5TH BLOCK HARABAH TO RETRIEVE 6 PINK FEATHERS

Deadline: 11/30

Difficulty: ****

Reward: Berserker's Seal

TIP: Use Strike Attacks against these enemies.

45. DEFEAT (RED/STRONG) RUINOUS IDOLS TO RETRIEVE 3 MOON TABLETS.

Deadline: 11/30

Difficulty: ***

Reward: Space Badge

TIP: Use Bufu/ Ice attacks against these enemies.

46. RETRIEVE THE LAST OLD DOCUMENT.

Deadline: 12/29

Difficulty: **

Reward: 650,000

TIP: Defeat the 5th block's guardian @ 211F. The last old document is located in 214F

47. DEFEAT LUXURY HANDS, IN THE 5TH BLOCK HARABAH TO RETRIEVE 2 GOLD MEDALS

Deadline: None

Difficulty: ***

Reward: Rocket Punch

TIP: Apply the same strategies as before. This time, you need to get two medals.

48. CREATE ALICE WITH THE ALMIGHTY SKILL, MEGIDO

Deadline: None

Difficulty: ****

Reward: Lily Petal (To create Lilith)

TIP: Fuse the following to inherit the skill Megido. Make sure you refresh the list when fusing until you get the desired skill.

Decarabia (Fool) + Principality (Justice) = Nata Taishi (with Megido)

Lilim + Pixie + Nata-Taishi + Narcissus = Alice with Megido

Alternatively, if you have the skill card Megido (you can buy one on 9/6 from Tanaka, then duplicate it using the Inari Deity in the shrine), just create Alice and let her learn the skill card. Don't forget to register her first to make sure her updated skill set has been saved.

51. CREATE LILITH WITH MABUFUDYNE

Deadline: None

Difficulty: ****

Reward: Sacrificial Idol

TIP: This can be a little tricky. With all the four base personas (**Lilim, Vetala, Incubus, Succubus**), none of them can learn Mabufudyne innately. This means you need to create one of them via fusion and inherit Mabufudyne from another persona. With the four base personas, *only Succubus can learn Mabufudyne* so your main goal would be creating a Succubus with that skill. Like Alice, you can just teach Lilith using a skill card if you have one.

The best combination I can recommend is Gabriel (Empress) + Ara Mitama (Chariot) then shuffle the skills until you get the Mabufudyne transferred to Succubus. The good thing about this combination is that Ara Mitama is a LV9 chariot persona which can save you a lot of money and lesser skills to inherit to the resulting Succubus. You won't be able to do this combination until your level is high enough to fuse Gabriel who learns Mabufudyne naturally. You need also to train him until he learns it, unless your Empress social link is high enough for him to learn it through bonus EXP. Finally, get the other necessary personas and keep shuffling the skill sets until you get a Lilith with Mabufudyne. This may take a while depending on your luck.

52. CREATE LOKI (LV63+)

Deadline: None

Difficulty: ****

Reward: Masakados (to create Masakados)

Unlike in FES, Loki is just a normal persona here that you can even acquire from post-battle shuffles in the upper floors of 4th Block, Tziah. Just do your normal fusions with LV60+ personas and he should appear as one of the available choices. If the bonus exp is not enough to level him up to 63, use him in battles until his level is sufficient. Alternatively, you can also have him learn Growth 3 (Growth 1 and 2 are fine but 3 gives more exp) and just keep him in your persona list so he can earn exp even when not used.

56. TAKE THEO TO PAULOWNIA MALL

Deadline: 05/31

Difficulty: *

Reward: Small Cheongsam x1

TIP: Visit the velvet room after school, accept the request, go back to the first menu and choose to take Theo for a date. This doesn't consume your whole afternoon so you can attend to your friends to improve your social links.

57. TAKE THEO TO IWATODAI STATION

Deadline: 07/05

Difficulty: *

Reward: Blue Scale x1

TIP: Visit the velvet room after school, accept the request, go back to the first menu and choose to take Theo for a date. This doesn't consume your whole afternoon so you can attend to your friends to improve your social links.

58. TAKE THEO TO NAGANAKI SHRINE

Deadline: 09/03

Difficulty: *

Reward: Book of Ancients

TIP: Visit the velvet room after school or during daytime, accept the request, go back to the first menu and choose to take Theo for a date. This doesn't consume your whole after school/daytime period so you can attend to your friends or do whatever you want to improve your social links or attributes.

59TAKE THEO TO GEKKOKAN HIGH

Deadline: 11/30

Difficulty: *

Reward: Red Muffler

TIP: Take Theo to a date to Gekkoukan High anytime after school.

61. BRING A SENGOKU-ERA HELM TO THEO

Deadline: none

Difficulty: ***

Reward: Knee-High Maid

TIP: after accepting this request, visit the faculty room every day after school. After talking to all the teachers each day, you'll finally catch up with Mr. Ono. your academics will increase for each visit.

62. BRING AN ODEN JUICE TO THEO

Deadline: none

Difficulty: ***

Reward: Maid Outfit (Aigis)

TIP: You will only get the chance to get the necessary items for this request during the school trip. Buy all the drinks from one of the vending machines there. Once you're back at school, after your classes have ended, head to where the persimmon tree is planted. Talk to the girl there and give her 5000 yen to get the Oden Juice.

63. BRING A "FOOD FIT FOR A WOLF" TO THEO

Deadline: 11/30

Difficulty: **

Reward: Cross Dog Suit

TIP: Talk to Koromaru on the evening of 11/12

64. PLEASE GO SCRUB THE BATHROOM

Deadline: none

Difficulty: **

Reward: Maid Outfit (Yukari)

TIP: After accepting this request, equip the scrub brush (request #38 Must be completed) and go to Port Island station. Head to the station entrance upstairs and head to the right. You should find a public bathroom. Enter and return to Theo to complete request.

65. PLEASE GO WATER THE FLOWERS.

Deadline: none

Difficulty: *

Reward: Maid Outfit (Mitsuru)

TIP: you can do this on the same day after you brought Theo to your school. Head to the rooftop and examine something behind the fat kid. You will have the option to water the flowers.

66. PLEASE GO FEED THE CAT.

Deadline: none

Difficulty: **

Reward: Summer Outfit Yukari

TIP: Purchase at least 7 Super Cat Food from the pharmacy in Paulownia mall. Head to the back alleys of Port Island Station and feed the cat every day after school until it becomes healthy. Feeding this does not take the whole After School period.

67. BRING A FEATHERMAN FIGURE TO THEO

Deadline: 11/30

Difficulty: **

Reward: Ningen Mukotsu

TIP: After accepting the request, talk to Ken on the evening of 11/21

68. BRING A JUZUMARU TO THEO

Deadline: none

Difficulty: ****

Reward: Maragi skill card

TIP: (item can be acquired without accepting request) Look for the golden chest that will occasionally appear on 4f and 11f. You can also get this randomly from LV2 oracle weapon cards post battle. Either way, you'll need luck to find this.

69. BRING A ONIMARU KUNITSUNA TO THEO

Deadline: none

Difficulty: ****

Reward: Opal

TIP: (item can be acquired without accepting request) Look for the golden chest that will occasionally appear on 69f, 74f and 82f. You can also get this randomly from LV5 oracle weapon cards. Either way, you'll need luck to find this.

70. BRING A MIKAZUKI MUNETCHIKA TO THEO

Deadline: none

Difficulty: ****

Reward: Malachite x15

TIP: (item can be acquired without accepting request) Look for the golden chest that will occasionally appear on 118f, 128f and 132f. You can also get this randomly from LV7 oracle weapon cards. Either way, you'll need luck to find this.

71. BRING AN OUTENTA MITSUYO TO THEO

Deadline: none

Difficulty: ****

Reward: Ruby x3

TIP: (item can be acquired without accepting request) Look for the golden chest that will occasionally appear on 142f, 150f and 156f. You can also get this randomly from LV8 oracle weapon cards. Either way, you'll need luck to find this.

73. BRING A PINE RESIN TO THEO

Deadline: 5/7

Difficulty: *

Reward: Siren's Song

TIP: After accepting the request, talk to Yukari on the evening of 5/2 to get the item.

74. BRING A HANDHELD GAME SYSTEM TO THEO

Deadline: 6/6

Difficulty: **

Reward: Two-Handed Sword

TIP: After accepting the request, talk to Junpei on the evening of 5/14

75. BRING A TRIANGULAR SWORD TO THEO

Deadline: 6/6

Difficulty: **

Reward: Bulletproof Vest

TIP: After accepting the request, talk to Mitsuru on the evening of 5/26

76. BRING A “PROTEIN NOT FOR PROS” TO THEO

Deadline: 7/5

Difficulty: **

Reward: Bladefist

TIP: After accepting the request, talk to Akihiko on the evening of 6/16

77. BRING A GLASSES WIPE TO THEO

Deadline: 7/5

Difficulty: **

Reward: Amigo Poncho

TIP: After accepting the request, talk to Ikutsuki on the evening of 6/20

78. BRING A “CHRISTMAS STAR” TO THEO

Deadline: 7/5

Difficulty: **

Reward: Cyber Shoes

TIP: After accepting the request, talk to Fuuka on the evening of 6/27

79. BRING A FRUIT KNIFE TO THEO

Deadline: 10/2

Difficulty: **

Reward: Guillotine Axe

TIP: After accepting the request, talk to Shinji on the evening of 9/17

80. BRING A OIL TO THEO

Deadline: 10/2

Difficulty: **

Reward: Railgun

TIP: After accepting the request, talk to Aigis on the evening of 10/1

Weapon Fusion

P3FeS (PS2) introduced a new feature called weapon fusion and has been carried over to P3P. You can do this in the antique Shop in Paulownia mall. You will need nihil or “blank” weapons which you can fuse personas into. The special properties of the resulting weapons depends on the Persona you fused with it. Void weapons can be acquired from golden/rare shadows - as long as you don’t have a “medal” request active(see the requests section). The second requirement is a persona. Remember that if you fused a persona, you will lose it forever. You may want to register all personas before you fuse them. Also, weapon fusions may take from 1 to 2 days to complete.

There will be two kinds of weapon fusions; the basic and the unique fusions. One noticeable change is that the resulting weapon for chi you is a bow. For unique fusions, it doesn’t matter what material you use; as long as you have the required persona to do one, the resulting weapon will always be the same. Basic fusions in the other hand, will just take the shape of the material and of course, weaker compared to unique weapons. Basic fused weapons can also be “recycled” once you have the persona you want for a unique fusion. This will be very helpful in case you need a good weapon but don’t have the persona necessary for fusing your “final” weapon. The most powerful weapons in the game can only be acquired by weapon fusion. All final weapons have the same stat; 450ATK, 100% accuracy and +10 to all stats. (Except for Metatronius with only 94% acc and evil gloves 99%)



List imported from my P3FES guide (links and names of the original references are found there as well. New weapons added in the game are listed in the last rows.

| Weapon | Type | Required Persona | Stats (ATK/ACC/EFFECT |
|-------------------|----------|------------------|---|
| Balmung | 2H sword | Siegfried | 310/93/ HP+100 |
| Corpse Rod | bludgeon | Beelzebub | 450/100/all stats+10 |
| Evil Gloves | gloves | Mara | 450/99/all stats+10 |
| Gae Bolg | spear | Cu Chulainn | 260/85/Wind DMG instead of prc; Wind boost |
| Gungnir | spear | Odin | 310/97/Elec BOOST |
| Laevateinn | 2H sword | Surt | 340/83/ fire DMG instead of sls; fire boost |
| Masakado's Katana | 2H Sword | Masakado | 450/100/all stats+10 |
| Metatronius | Gun | Metatron | 450/94/all stats+10 |
| Mjolnir | bludgeon | Thor | 340/80/High Elec evasion |
| Pinaka | spear | Shiva* | 450/100/all stats+10 |
| Quintessence Bow | bow | Chi You | 450/100/all stats+10 |
| Sabazios | gloves | Cybele | 340/85/ice DMG instead of stk; ice boost |
| Sarnga | bow | Vishnu | 400/90/Wind Boost |
| Vajra | dagger | Asura | 450/100/all stats+10 |
| Kokuseki Senjin | rapier | Alilat | 400/100/+Ice attacks |
| Snow Queen Whip | rapier | Skadi | 450/100/all stats+10 |
| Vel Vel Muruga | naginata | Kartikeya | 450/100/all stats+10 |

* This persona is a special combination of Rangda and Barong.

ITEM BEARING

Occasionally when fusing personas, they will be holding an item within them. This is symbolized by a red heart. To get the item, that persona must reach a certain level. Items acquired this way can't be bought or found anywhere else; not to mention that they have unique effects that is beneficial to the user.



Note: List imported from my P3FES guide (links and names of the original references are found there as well.); I still need to confirm if the data below are still accurate. This list is for reference only. I will update the list as I obtain more information.

| Persona | Item | Effect |
|----------------|-------------------|-------------------------------------|
| Abaddon | Tome of the Void | Prevents status effects |
| Alilat | Divine Pillar | Lowers damage but can't dodge |
| Chernobog | Black God's Rock | Slash immunity |
| Chi You | Barbaric Bracers | Evasion greatly increased. |
| Flauros | Staunch Anklets | Distress Immunity |
| Fortuna | Ring of Serenity | Rage immunity |
| Gabriel | Frozen Stone | Ice Immunity |
| Jack Frost | Frost Cap | Freeze Immunity |
| Jatayu | Storm Ring | Wind immunity |
| Kohryu | Kohryu's Scale | Strike Immunity |
| Legion | Unbreakable Cage | Panic Immunity |
| Masakado | Masakado's Hair | Chance to Evade physical attacks |
| Melchizedek | Radiant Halo | Light Immunity |
| Metatron | Book of Enoch | Chance to Evade magical attacks |
| Narcissus | Narcissus' Flower | Charm Immunity |
| Odin | Draupnir | Increases healing by a large amount |
| Pyro Jack | Indigo Cape | Escape most battles |
| Seiten Taisei | Mystic Rock | Pierce Immunity |
| Shiva | Rudra Ring | ½ HP cost for all physical skills |
| Surt | Blazing Flame | Fire Immunity |
| Take-mikazuchi | Lightning Armlet | Shock/stun Immunity |

| | | |
|-----------------|------------------|----------------------------------|
| Take-minakata | Lightning Armlet | Shock/stun Immunity |
| Thanatos | Ring of Darkness | Dark Immunity |
| Thor | Lightning Gloves | Elec Immunity |
| Titan | Spirit Bracers | endure |
| Unicorn | Alicorn | poison Immunity |
| Vishnu | Chakra Ring | ½ SP cost for all magical skills |
| Yamatano-orochi | Serpent's Eye | Fear immunity |

Messiah is the only one capable of dropping different items, including the ultra rare **Omnipotent Orb**. He drops the ultimate equipment for your party. To get multiple items from him, you'll need to level him up to level 97 (heart item "matures" on LV98) then leave as little exp as possible to reach the next level. Register him that way and fight battle(s) to reach lv98. After getting the item, you can dismiss him and get him again from the compendium and repeat. Just warning though, Messiah doesn't come cheap; so if you already have more than enough (you don't need more than one copy of Aegis' and Koro's ultimate equipment), load your game. Item drops are always based on luck so you'll need a lot of time (and money) to fully equip your fighting party at least.

The following items can be dropped by Messiah:

- Armor of Light
- Shoes of Light
- Aura Dog Suit
- Soul of Athena
- Swan Legs
- Omnipotent Orb

SOCIAL LINKS

Here is the incomplete list of the social links, including the best conversation options to hasten your rank up with them. This is achieved by painstakingly reloading a saved game and trying out all options.

SEES (Fool)

Automatically established and ranked up.

Ultimate Persona: Susano-o

Nyx Annihilation Team (Judgement)

Automatically established on 12/31 after maxing out Fool link

Ultimate Persona: Messiah

Pharos (Death)

Automatically established and ranked up.

Ultimate Persona: Thanatos

Junpei (Magician)

Tu/Th

Rank 2

- C'mon, let's go in!
- I'm...sorry?

Rank 3

- Where do guy friends go?
- You know a lot about coffee or You've got good taste
- Hot Cocoa
- I should give it a try then

Rank 4

- a) Ramen
- b) Any
- c) Any
- d) That's not true!

Rank 5

- a) Thanks for the food
- b) Any
- c) Any

Rank 6

- a) Any
- b) Any
- c) Any
- d) I'm counting on you

Rank 7

- a) I'll be fine
- b) You'll be a great man or You'll turn out okay
- c) Your brown-nosing abilities? 3
- d) Of course or Sometimes

Rank 8

- a) Any
- b) Any
- c) Any
- d) Any
- e) Any
- f) Any

Rank 9

- a) Any
- b) Any
- c) Any
- d) Any

Rank 10

Obtain: Pig Key Holder
Ultimate Persona: Surt

Rio (Chariot)

M/W/F

(Volleyball)

5/24 - Wanna go again?

6/7 - Good point

7/5 i've never gone myself 3

Rank 2:

- a) Spot me while I do situps?
- b) Any

Rank 3

- a) Not going to happen

Rank 4

- a) Any
- b) Any
- c) Any
- d) Don't let it get to you!
- e) Nope

Rank 5

- a) Any
- b) Any
- c) Any
- d) Any

Rank 6

- a) Any
- b) Any
- c) Any
- d) Any
- e) Any

Rank 7

- a) Any
- b) I have no idea
- c) Are you sure you're okay?

Rank 8

- a) We're here for you if he says no
- b) That's the spirit!
- c) Any

Rank 9

- a) Any
- b) Thanks

Rank 10

Obtain Annotated Guide

Ultimate Persona: Thor

Hidetoshi (Emperor)

M/W/F

Rank 2:

- a) How pointless

Rank 3

- a) Any

Rank 4

- a) Any
- b) Working hard, huh?

Rank 5

- a) They were all mean

Rank 6

- a) Any
- b) Any

Rank 7

- a) A strict punishment

Rank 8

- a) Any
- b) I'm not the culprit

Rank 9

- a) Don't blame yourself

Rank 10

Obtain Cheap Lighter

Ultimate Persona: Odin

Yukari (Lovers)

Tu/ F

5/24 - I use them all the time

8/3 - Im trying but...

Pink

Rank 2:

- a) Gerbera

Rank 3

- a) Any

Rank 4

a) Are you alright?
Rank 5
a) Any
b) Any
c) Any
Rank 6
a) I completely forgot about it
b) Isn't it because we're friends?
Rank 7
a) Any
b) Any
c) Any
Rank 8
a) Any
b) Any
Rank 9
a) You won't have a problem
Rank 10
Obtain: Yukari's Strap
Ultimate Persona: Cybele

Saori (Hermit)
(Health Committee)

Tu and Thu

Rank 2
a) Of course!
b) Any
c) You should've come talk to me
Rank 3
a) Lets stay a little longer
b) Any
c) Any
Rank 4
a) Any
b) Any
c) I can understand that
Rank 5
a) Any
b) Any
c) I don't mind at all
d) Any
e) Any
Rank 6
a) Any
b) Any
c) Let them talk
d) Any
e) Any
f) Any
g) Any
h) Any
Rank 7
a) Any
b) Any
c) Don't worry about it
d) Any

e) Any

Rank 8

a) Don't let it get to you or C'mon, stay strong

b) Any

c) Any

Rank 9

a) Any

b) Any

c) Any

d) Any

e) Any

f) Any

Rank 10

Obtain PA Recording

Ultimate Persona: Arahabaki

Old Couple (Hierophant)

Everyday except Mondays

Rank 2

a) I'm from Gekkoukan

b) Thank you

c) I'll take some

d) It's okay

e) Any

Rank 3

a) Looking for something?

b) I'll help you look for it

c) Any

d) Any

e) Any

f) Any

Rank 4

a) Any

b) Any

c) That makes me worry...

Rank 5

a) It's what you 'beleave'

b) Any

Rank 6

a) Please stop fighting

b) Any

Rank 7

a) What's wrong?

b) Thank goodness...

c) Any

Rank 8

a) Any

b) Any

c) Any

Rank 9

a) Any

b) Any

Rank 10

Obtain Persimmon Fruit

Ultimate Persona: Kohryu

Maiko (Hanged-Man)

M/W/Sa

Rank 2

- a) Sure let's go
- b) Any
- c) Any

Rank 3

- a) Any
- b) Don't worry, he'll be there.

Rank 4

- a) Of course they love you!

Rank 5

- a) That's mean!
- b) That isn't true

Rank 6

- a) Calm down, okay? -or- You've already decided?
- b) That's good enough

Rank 7

- a) Any
- b) Any

Rank 8

- a) How about hamburgers?
- b) Good girl!
- c) Choose Dad

Rank 9

- a) We're sisters forever

Rank 10

Obtain Bead Ring

Ultimate Persona: Attis

Bebe (Temperance)

Tu/W/F

Rank 3 Heiropphant

Rank 2 Academics (Average)

6/7 - That's the big question

8/7- Stay in Japan

Rank 2

Obtain Japanese Strap (Gift)

- a) Sure
- b) It sure is!

Rank 3

Obtain Knit Rabbit (Gift)

- a) Any
- b) How about a kimono?

Rank 4

- a) You look down
- b) Any

Rank 5

Obtain Felt Bag (Gift)

- a) Sure
- b) Stay here

Rank 6

Choose what item you want to make

- a) Why don't you rest?
- b) That's a great idea

c) I'm behind you
Rank 7
a) Its a nice idea
Rank 8
a) He'll agree!
Rank 9
Obtain Hand-knit Scarf
a) What is France like?
Rank 10
Obtain Money Pouch
Ultimate Persona: Yurlungur

Fuuka (Priestess)

W/ Th/ Sa

Rank 4 Courage
Obtain Dog Food after establishing link
Rank 2
(Obtain Chocolate Truffle - Gift)
• Do you need any help?
Rank 3
(Obtain Sweet Fries x2 - Gift)
a) Lets do our best
b) Any
c) Any
d) Any
Rank 4
Obtain Sugar Cookie x2 - Gift
a) Any
b) I'll help you find it
Rank 5
Obtain Banana Cupcake x2 - Gift
a) Let's make it together
b) Any
c) Any
d) Any
Rank 6
a) Choose any sweets you've made before.
b) It's delicious!
Rank 7
a) Any
b) Any
Rank 8
(No choices available; just spend your time with her)
Rank 9
a) Any
Rank 10
Obtain: Headphones
Ultimate Persona: Scathatch

Akinari (Sun)

Sundays only

Rank 3 Hanged Man
Rank 4 Academics
Kuro must be part of SEES as part of the story progress

Talk to him on a Sunday (daytime), then talk to Kuro the next day to get the fountain pen. Deliver the pen to him the next Sunday to establish the rank.

Rank 2

- a) You think so?
- b) You may be right

Rank 3

- a) I don't know
- b) Talking makes it hurt worse

Rank 4

- a) I love reading!
- b) Not if its boring

Rank 5

- a) Don't push yourself!

Rank 6

- a) That sounds wonderful
- b) Sounds interesting

Rank 7

- a) It's a gloomy story

Rank 8

- a) Stay by his side
- b) Why!?

Rank 9

- a) You finished the story?

Rank 10

Obtain: Worn Notebook

Ultimate Persona: Asura

Tanaka (Devil)

Tu/Th/Sa

Rank 2 Hermit

Rank 3 Charm

Invest a total of 40,000 yen on separate occasions

Rank 2

- a) Placebo
- b) Any

Rank 3

- a) I am

Rank 4

- a) I have

Rank 5

- a) Who?
- b) Any
- c) It's all about money...

Rank 6

- a) Sounds fun

Rank 7

- a) Kind of
- b) The organic one

Rank 8

- a) Did you hear wrong?

Rank 9

- Are you going to donate?

Rank 10

Obtain: Thank-you Letter

Ultimate Persona: Beelzebub

Unusual Monk (Tower)

Th/F/Sa/Su

Rank 4 Courage

Find the monk inside Club Escapade, upstairs in the VIP lounge or something. Talk to him first, then go down and talk to the bartender. He will ask for your help to get all the orders of the customers inside the club. There are only four orders you need to take; however, the customers will tend to change their minds, the game's attempt to confuse you. If you want, you can just jot it down in a piece of paper. But if you want it quick, you can just refer to the orders below. (Just ignore the girl sitting near the bartender) Deliver the orders to the waiter in the following order.

- Girl with the white tee, twin tails - Bloody Mary
- Girl with the blue tee - Margarita
- Guy standing in the middle - Screwdriver
- Dancing Guy - Oolong Tea

Talk to the bartender and give the correct orders. Once you got them all correctly, talk to the Monk. You will be able to unlock the **Tower Arcana**! The monk is in the club during THU, FRI, SAT, SUN.

Rank 2

- a) I don't need to tell you
- b) What should I call you?

Rank 3

- a) I have no friends

Rank 4

- a) I've always wanted to try that

Rank 5

- a) I get by
- b) There is

Rank 6

- a) You should get home
- b) What about your workers?

Rank 7

- a) You probably shouldn't

Rank 8

- a) Dad?
- b) I was with friends
- c) Any
- d) You're just running away

Rank 9

- a) Any
- b) Any
- c) Any

Rank 10

Obtain: Reserve Tag

Ultimate Persona: Chi You

Akihiko (Star)

M/F

Rank 4 Charm

After May 25

Rank 2

- a) Any
- b) Don't catch a cold
- c) Yes I can or I bet you can't either, sempai

Rank 3

- a) Let's go, Senpai
- b) Yes, it was great
- c) Any
- d) Any

Rank 4

- a) Are you feeling sick?
- b) Any
- c) It's all right
- d) You don't have to do that
- e) Any

Rank 5

- a) Haven't you ever been in here?
- b) Did you not like it?
- c) Any
- d) Its not your fault, Senpai
- e) Any

Rank 6

- a) Any
- b) He's just a child
- c) You're normal or You're charming

Rank 7

- a) Any
- b) Any
- c) Do I seem unreliable?
- d) What's the matter? Or Should I still be the leader?

Rank 8

- a) Any
- b) Any
- c) That's not true!

Rank 9

- a) Do you come here often?
- b) Any
- c) Any
- d) You're in love
- e) Yes! (choosing the second option will lead to a broken link)

Rank 10

Obtain: Rabbit Doll

Ultimate Persona: Helel

Kuromaru (Strength)

Must have acquired the **Dog Food** item by establishing the **Priestess** (Fuuka) link

Talk to him on 8/15 evening

Rank 2

- a) Any
- b) Does that feel good?

Rank 3

- a) Pick it up
- b) Any
- c) Any

Rank 4

- a) Any

Rank 5

- a) We're with you
- b) Saying hi to the priest?

Rank 6

- a) Any
- b) Any

- c) It's all right now

Rank 7

- a) Any
- b) Any
- c) Any
- d) Any
- e) Glad we found his owner

Rank 8

- a) Brushed him
- b) The back

Rank 9

- a) Any
- b) Any

Rank 10

Obtain Dirty Collar

Ultimate Persona: Siegfried

Ken (Justice)

Tu/ Th

Max Courage

Talk to him after 9/1

Rank 2

- a) Any
- b) Any
- c) Any
- d) I like infomercials or I like action shows too

Rank 3

- a) Don't be cheeky or Want to come earlier next time?
- b) Honey?
- c) Any
- d) Any
- e) Any
- f) Any
- g) Any

Spend time (story event): I'm with you

Rank 4

- Any
- You'll grow out, not up
- Any
- Nope, not at all

Rank 5

- a) Any
- b) That's totally fine or Actually, I want to hear more
- c) I'll buy you a different series.
- d) Any
- e) Any
- f) Any

Rank 6

- a) Any
- b) Any
- c) That's just the way I am

Rank 7

- a) Any (Choosing #2 will lead to B)
- b) Any (Choosing #3 will lead to C)
- c) Any

Rank 8

- e) Any
- f) Any
- g) You're a special friend

Rank 9

- a) Any

Rank 10

Obtain: Silver Key

Ultimate Persona: Melchizedek

Shinjiro (Moon)

M/W/F/Sa

[More info](#)

You can establish this link as early as 9/7. You must attempt to max his link before October 4 (Full moon). If you played Persona 3/FES before, you should know the reason why. This should be manageable since he's available 4 days a week (see Social link section) during evenings. Just make sure to bring a Moon persona and select the best conversation options below to ensure that you'll get a rank up event every time you spend time with him.

Rank 2

- a) Any
- b) Yes, of course
- c) I hope so

Rank 3

- a) Any
- b) You're so kind-hearted

Rank 4

- a) Any
- b) Any
- c) Any
- d) Any

Rank 5

- a) Any
- b) Any
- c) Any
- d) Why did we come here today?
- e) Do you drink coffee at the dorm?
- f) Any

Rank 6

- a) Any
- b) I'll help, too or Is it ready yet?
- c) Any
- d) Any

Rank 7

- a) Any
- b) Any
- c) Any
- d) Any
- e) It's fun being with you

Rank 8

- a) I'm glad that you came back

Rank 9

- a) Any
- b) Any
- c) Any
- d) Any
- e) Any
- f) Any

g) Any

Rank 10

This event must be triggered before October 4

Go to the Police Station and talk to Officer Kurosawa to get Shinjiro's pocket watch.

Obtain Leather Watch

Ultimate Persona: Sandalphon

Ryoji (Fortune)

Automatically established on 11/9

Rank 2 (11/12)

a) Any

b) Any

c) Is school fun?

Rank 3 (Spend time on 11/13)

a) Any

b) Any

Rank 5 (Rank up event during the third day of Kyoto Trip)

a) Any

b) Any

c) Any

Rank 6 (If you agreed to meet up with him during the rank up event in Kyoto, you'll meet him on 11/22)

a) Any

b) Any

c) Any

Rank 7 He will call you over after your work for Career experience. (11/27)

a) Any

b) Any

Rank 8 (Go out with him on Sunday, 11/29)

a) We'll just have not to be seen

b) You're Ryoji

c) Okay

Rank 9 (Spend time with him on 12/1)

a) Any

b) Any

c) Any

Rank 10

Triggers automatically as part of the story on 12/31

Choose not to kill him

Obtain: Faint Glow Ring

Ultimate Persona: Norn

Mitsuru (Empress)

Tu, Th, Sa

Max Academics required

Talk to her on the first Saturday (11/21) after the school trip

Rank 2

a) Any

Rank 3

a) Anyways, let's eat.

b) Does that make you happy?

c) Any

d) Okay, I will

Rank 4

a) You seem troubled

b) To be with your true love
c) I don't know...
Rank 5
a) What is boring?
b) Motorcycle?
c) Can I ride with you someday?
Rank 6
a) Not feeling well?
b) It's the first I've heard...
c) You should reconsider!
Rank 7
a) I enjoy myself
Rank 8
a) Any
b) Any
c) How dare you!
d) Any
e) Any
Rank 9
a) You were cool
Rank 10
Obtain: Motorcycle Key
Ultimate Persona: Alilat

Aigis (Aeon)

M/ W/ F/ Sa

Becomes available everyday for the last week of January
Spend time with her on 1/8

Rank 2
a) I like it
Rank 3
a) Any
b) That's not true
Rank 4
a) Any
b) Any
c) Sure
Rank 5
a) You may be right
Rank 6
a) No, you didn't
Rank 7
a) Any
b) Any
c) Any
Rank 8
a) Not yet
b) Any
Rank 9
a) Yeah, huh
Rank 10
Obtain: Charred Screw
Ultimate Persona: Metatron

Upon maxing out all links, talk to Igor in the Velvet Room to receive a **Colorless Mask**. This is necessary to fuse the persona called **Orpheus Telos**. I was able to max out every link on the last day, 1/30 with Aigis (Aeon)

being my last link. You can create Orpheus Telos using a Triangle fusion but this method will only result to a weak version of it. The reason is that Orpheus Telos doesn't have any default skills and will only rely on the inherited skills from the parent personas. The best way still, is to create Orpheus Telos from the Hexagon fusion method as he will inherit the best skills from superior personas.



MISSING PERSONS

From time to time, there will be people that will end up getting lost in the Tartarus for some odd reason. Theodore/ Elizabeth will always inform you via phone call if someone ends up missing. You can also check the bulletin board in front of the police booth in Paulownia Mall. You must rescue them before the Full Moon event of that month or they'll get lost for good. Take note that some of your social link contacts will go missing as well and you won't be able to progress with their link until they're rescued. Just talk to Officer Kurosawa after rescuing them to get your reward.

Check out the list below to know their individual locations and rewards. Finding them is not that hard since Fuuka will always announce that she's detecting somebody as soon as you start on the next floor. You just need to approach them then return to the entrance to complete the rescue.

- (6/17) Ayako Yoshimoto / 18 / F - 44F-47F - 30,000Y
- (6/26) Kenjiro Tsutsumi / 31/ M - 48F to 52F - 40,000Y
- (6/25) Yoshimi Miyama /24/ F - 56F to 61F - Shirt of Chivalry
- (8/3) Yasuko Murabayashi /51/F - 68 to 73 - Emerald x6
- (8/1) Shuichi Niimura /17/M - 80 to 85 - Divine Grace (skill card)
- (8/18) Satsuki Onozuka / 64/ F - 95F-100F - Matarukaja (Skill card)
- (8/29) Hirotaka Tanigami /25/ M - 101-105 - Malachite x20
- 9/3 Reiko Makita 33/ F - 106-111 - Mediarama (Skill card)
- 9/11 Bunkichi Kitamura/ 80/M - 118-123 - Homunculis x10
- 9/21 Aki Kurobe / 17/ F - 130F-135F - Slash Repeller
- 9/22 Yasunobu Shimozo /44/ M - 136-140 - 100,000Y\
- 10/21 Maiko Oohashi /9/F - 145-150 - Felt Doll
- 10/21 Ryohei Nakatsugawa 19/ M - 151-156 - High Counter (Skill card)
- 10/30 Takeko Hirooka /75/ F - 158-163 - Endure (Skill card)
- 11/27 Tomoyuki Itami /57/M - 164-169 - Phys Boost (Skill card)
- 11/28 Katsue Sugi /47/F - 170-176 - Tetrakarn (Skill card)
- 11/27 Yumiko Sasamaki /28/F 178-185 - Luxury Coin x2
- 12/22 Nobuko Fukuchi /26/ F - 200-206 - Diamond x8
- 1/14 Fumika Teramoto 21/F/- 220-226 -Soma x1
- 1/14 Mitsutoshi Okimoto 16/M - 225-253 - Salvation x1

TANAKA'S TV SHOPPING

5/3 - Yawn B Gone (x3) + Muscle Drink (x2) for 1980Y
 5/10 - Garu + Zio skill cards for 2980Y
 5/24 - All-Purpose Apron + 2 Umugi Water for 4980Y
 5/31 - Battle Panties, 2 Diet Food for 3980Y
 6/7 - Auto-Tarukaja, 5 Sappy Jelly for 3980Y
 6/14 - Beast Leggings, x3 Emerald for 4980Y
 6/21 - Auto-Rakukaja, x2 Muscle Drink for 4980Y
 6/28 - Champion Gloves, x3 Mega Protein for 3980Y
 7/5 - Precious Egg, x2 Yawn B Gone 5980Y
 7/12 - Max Safety Shoes, x2 Trickster for 5980Y
 7/19 - Shirt of Chivalry, x2 Mega Protein for 6980Y
 7/26 - Bead Chain, x3 Amethyst for 5980Y
 8/9 - Spirit Drain, x4 Health Supplement for 4980Y
 8/23 - Dragon Boots, x2 Opal for 9980Y
 8/30 - Soma, x3 Best Friends for 10000Y
 9/6 - Megido, x4 Mind Supplement for 6980Y
 9/13 - Omega Spear, x3 Garnet for 12800Y
 9/27 - Growth 2, x4 Veggie Supplement for 18800Y
 10/11 - R/C Geta, x5 Instant Ramen for 24000Y
 10/18 - Pearl x2, x3 Topaz for 45000Y
 10/25 - Berserker's Seal, x3 Mega Protein for 29800Y
 11/1 - Raven Claw, x2 Balm of Life for 49800Y
 11/8 - Ruby, x2 Sapphire for 19800Y
 11/15 - Auto-Mataru, x8 Mega Protein for 59800Y
 11/22 - Auto-Mataru, x8 Super Diet Food for 44800Y
 11/29 - Shoes of Bane, x2 Last Judge for 79800Y
 12/6 - Growth 3, x2 Ruby for 59800Y
 12/13 Soma, x4 Umugi Water for 99800Y
 12/20 Mediarahan, x4 Chewing Soul for 200000Y
 12/27 Diamond, x5 Pearl for 178000Y

PARADIGM DOOR



Here you can fight the stronger versions of previously defeated bosses. All “questions” will be answered by defeating the enemy. Once you answer a question, you may claim a reward. Each door has a party condition, specifically dictating the party members you must bring for the fight. Don't forget to heal and save after each fight.

Priestess Door

Party Conditions: Junpei, Yukari

Reward: Absorb Slash

Same tactics apply; however, you need to take note that the summoned tiaras are a lot more resilient, not to mention that they can use Diarahan to completely restore their HP, as well as the boss. Using high-level, party-based skills here is necessary so the tiaras will get distracted and use Diarahan on themselves and not on the boss. Make sure to take them out as well.

Empress and Emperor Door

Party Conditions: Junpei, Akihiko

Reward: Garnet x20

Same tactics apply and these two are still pushovers. You can bypass their resistances by using almighty attacks (Megido, Morning Star, etc)

Hierophant Door

Party Conditions: Yukari and any two of the following: Junpei, Akihiko, Mitsuru

Reward: Absorb Pierce

Unlike before, this boss uses Megidolaon almost every turn. Like the other bosses inside the Paradigm Door, its HP has been revamped and it can take considerable punishment even with a maxed-out party with final weapons equipped. When near death, it will use Prophecy of Ruin which will cause fear to the entire party. It will then follow up with Ghastly Wail which will instantly kill anyone who is afraid. If you set your party to direct command, you can avoid this inevitable death by using a Me Patra Gem. Otherwise, you'll be forced to waste a good number of Homunculi.

Lovers Door

Party Conditions: Yukari and any two of the following: Junpei, Akihiko, Mitsuru

Reward: Scarlet Havoc x10

Nothing much to say here; just be careful of its charm attacks. Use Me Patra or Dis-Charm as necessary.

Chariot and Justice Door

Party Conditions: Any three of the following: Yukari, Junpei, Mitsuru, Akihiko, Aigis

Reward: Absorb Ice

No special tactics needed. These bosses isn't much of a threat.

Hermit Door

Party Conditions: Any member other than Junpei

Reward: Absorb Elec

There isn't anything new added to the Hermit, except that he has a really high HP so this battle may drag on. Like before, avoid bringing along Aigis or equipping persona weak against elec. In addition to the Giga Spark, this boss will also use Mazydyne often.

Fortune and Strength Door

Party Conditions: Any four except for Shinji and Ken

Reward: Absorb Wind

Same annoying roulette, tougher bosses. You'll need to go through several roulette sessions so there's really a lot of things that could happen here. Just use Me Patra gems as necessary since you'll be mostly feared, distressed or panicked. Strength's attacks are not that dangerous, especially if you have high level equipment.

Hanged-Man Door

Party Conditions: Any four except for Shinji

Reward:

The main boss has increased resistance and a whole lot of HP so expect this battle to drag on as well. You must keep using party-based skills here to get rid of the statues and the maya Hanged-Man summons. Remember that destroying the three statues is a must so that you can get the boss in attack range. If you fail to destroy the maya, he will re-summon the statues and get out of attack range again. Destroying the maya will keep him in attack range since he will always re-summons it first.

The doors below will allow you to go into battle with adjusted stats and preselected personas and items. Don't hesitate to use and abuse the items you have since they're available only for the current battle. Your preselected personas are the following: (LV70) Pixie, Raphael, Abaddon, Cybele and Sandalphon. Your normal stats will return to normal after the battles. Thanks to **opfer_gv's** tips. For the original links of his posts, refer to the Credits Section

Power Door

Party Members: Shinjiro, Mitsuru, Yukari

Enemies: Strength Guardian, Might Guardian, Power Guardian

Reward: Power Shard



Avoid attacking more than one enemy since they won't react unless attacked. To prevent your team mates from attacking other targets, assume direct command. Concentrate on one target at a time and take note of their changing attack patterns every turn. If you used an attack, check if the enemy absorbs, nullifies or is weak against it. Refer to the patterns below:

Pattern 1 - Absorb Slash, Weak Strike, Null Pierce

Pattern 2 - Null Slash, Absorb Strike, Pierce okay

Pattern 3 - Null Strike, Absorb Pierce, Slash okay

For example, if you attacked it using a slash attack and it absorbed it, that means that its weak against strike attacks and it will nullify pierce attacks. (Pattern 1) It doesn't matter who you attack first as long as you keep attacking it, there should be no problems.

Change your persona to Abaddon and use God Hand when the current target is weak against it. Have Yukari and Mitsuru use Wind and Ice break respectively when they're not busy healing and if the enemy is knocked down and tired. This way, they can still cast Garudyne and Bufudyne the next turn. (The enemy will be too tired to get up) Remember that when their "atmosphere" changes, you need to use the breaks again. Take note also that if the enemy attacks, its properties are not changed so you can use the same attacks again to hurt it. **Avoid doing co-op attacks** since you will most likely hit a different target. Once the other two is down, the third one can be taken down with an all-out attack after exploiting its weakness.

Magic Door

Party Members: Junpei, Mitsuru, Yukari

Enemies: Arcane Guardian, Magic Guardian, Sorcery Guardian

Reward: Mind Charge

This is a lot easier than the first door. Keep using Magic Mirrors or Raphael's Marakarn then defend until the enemies kill themselves with the repelled Hamaon. They will cast other elemental skills so make sure to heal and keep using the mentioned item/ skill above to win.

Resistance Door

Party Members: Akihiko, Mitsuru, Yukari

Enemies: Endurance Guardian, Fortitude Guardian, Stamina Guardian

Reward: Enduring Soul



You must win the battle in 10 turns. **Do NOT use** the following skills since the enemies will just blast you with a 9999 damage Megidolaon: **Dekaja** and **Dekunda**. **Do not also cure the poison status** or you'll suffer the same consequences. First, hit Endurance Guardian with Garudyne. Try to use your own debuffs, including Mitsuru's Tenterafoo to prevent the enemies from casting more spells. Keep spamming your group spells while healing in between. During the 4th and 10th turns, the other two guardians will miss their melee attacks which will enable you perform an all-out attack. Between turns 5 to 9, the bosses will try to poison everyone. Just keep up with your attacks and have the last person use a party-healing item at the end of his/her turn to keep everybody's HP at full. (In this case, Mitsuru) Keep doing this until you win.

Speed Door

Party Members: Main character only

Enemies: Agility Guardian

Reward: Spell Master



This is a one-on-one battle with a guardian. Both you and the guardian's weakness will change per turn and you need to exploit the enemy's weakness in order to win. There are four patterns in this battle. Take note of the enemy's first move. Then use the appropriate skills/items to deal damage to the enemy. List/pattern courtesy of opfer.gy.

Legend:

Garudyne item - Gale Magatama

Bufudyne item - Frigid Magatama

Ziodyne item - Shock Magatama

Agidyne item - Flame Magatama

Full heal item - Bead

Take note that if the pattern below says to use a “agidyne item”, you must use the appropriate magatama from your inventory. Using a persona to cast Agidyne will cause the attack to miss and break the pattern.

1>

Enemy : Life Drain.

You : use Garudyne item (if it knocked out : Guard)

Enemy : Brave Zapper.

You : use Full heal item.

Enemy : God Hand.

You : Primal Force (if it knocked out : use Full heal item)

Enemy : Bufudyne.

You : Agidyne item (if it knocked out : use Full heal item)

Enemy : Agidyne.

You : use Bufudyne item (If it knocked out : cast Bufudyne)

Enemy : Garudyne.

You : use Ziodyne item (If it knocked out : cast Ziodyne)

Enemy : Ziodyne.

You : cast Garudyne (if it knocked out : cast Garudyne)

Enemy : Mind Charge.

You : cast Garudyne.

Enemy : Megidoraon - End battle.

2>

Enemy : Mind Charge.

You : use Bufudyne item.

Enemy : Bufudyne.

You : use Agidyne item (if it knocked out : use Full Heal)

Enemy : Agidyne.

You : Bufudyne (if it knocked out : Cast Bufudyne)

Enemy : Garudyne.

You : use Ziodyne item (if it knocked out : use Full Heal)

Enemy : Ziodyne.

You : use Garudyne item (If it knocked out : use Full heal item)

Enemy : Primal Force.

You : Brave Blade (if it knocked out : Guard)

Enemy : Brave Zapper.

You : God Hand (if it knocked out : Guard)

Enemy : God Hand.

You : Primal Force (If it knocked out : use Full heal item)

Enemy : Mind Charge.

You : Primal Force.

Enemy : Megidoraon - End of battle.

3>

Enemy : Power Charge.

You : Guard.

Enemy : God Hand.

You : Primal Force (if it knocked out : use Full heal item)

Enemy : Brave Zapper.

You : God Hand (if it knocked out : use Full Heal item)

Enemy : Primal Force.

You : Brave Blade(if it knocked out : use Full heal item)
 Enemy : Ziodyne.
 You : Use Garudyne item (if it knocked out : cast Garudyne)
 Enemy : Garudyne.
 You : use Ziodyne item (if it knocked out : use Full heal item)
 Enemy : Agidyne.
 You : use Bufudyne item (if it knocked out : cast Bufudyne)
 Enemy : Bufudyne.
 You : use Agidyne item (if it knocked out : cast Agidyne)
 Enemy : Mind Charge.
 You : cast Agidyne.
 Enemy : Megidoraon - End of Battle.

4>

Enemy : Spirit Drain.
 You : Guard.
 Enemy : Ziodyne.
 You : use Garudyne item (If it knocked out : cast Garudyne)
 Enemy : Garudyne.
 You : use Ziodyne item (if it knocked out : use Full heal item)
 Enemy : Agidyne.
 You : use Bufudyne item (if it knocked out : cast Bufudyne)
 Enemy : Bufudyne.
 You : use Agidyne item (if it knocked out : cast Agidyne)
 Enemy : God Hand.
 You : Primal Force (if it knocked out : use Full heal item)
 Enemy : Brave Blade.
 You : God Hand (if it knocked out : use Full heal item)
 Enemy : Primal Force.
 You : Brave Blade(if it knocked out : use Full heal item)
 Enemy : Mind Charge.
 You : Brave Blade.
 Enemy : Megidoraon - End of Battle.

Luck Door

Party Members: Main character only
 Enemies: Luck Guardian
 Reward: Arms Master

You need to kill the enemy using light or dark. Switch to Pyro Jack or Jack Frost and hope that Mudoo or Hamaon will kill the enemy. Otherwise, try again.

After clearing all the doors, the final door will open.

Pandora's Door

Here you'll fight Margaret. I don't have any tips up at the moment but if you want to share yours, please feel free to email me. Thanks!



CREDITS

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Thanks as well to the authors of the following references:

[SalmonCake's Female MC Social Link Guide \(JP\)](#)

[opfer_gv's Paradigm Door post](#) (Power, Magic, Endurance, [Speed](#) and Luck)

[psokid's post](#) regarding the fix for the game freeze on 6/15.

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